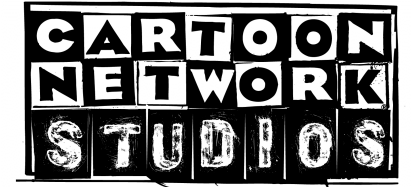




“Hot to the Touch”

1008-82

Network Pitch



Date 08/15/11



Board Team Final



Creators Pass



Network Approval 08/15/11



Recording/Standards Board



Revisionist Pass



Animatic Scan Board



Pre-Animatic Slug Board



Conformed to Animatic Board



Final

Adventure Time Created by
Pendleton Ward

Creative Director
Nate Cash & Adam Muto

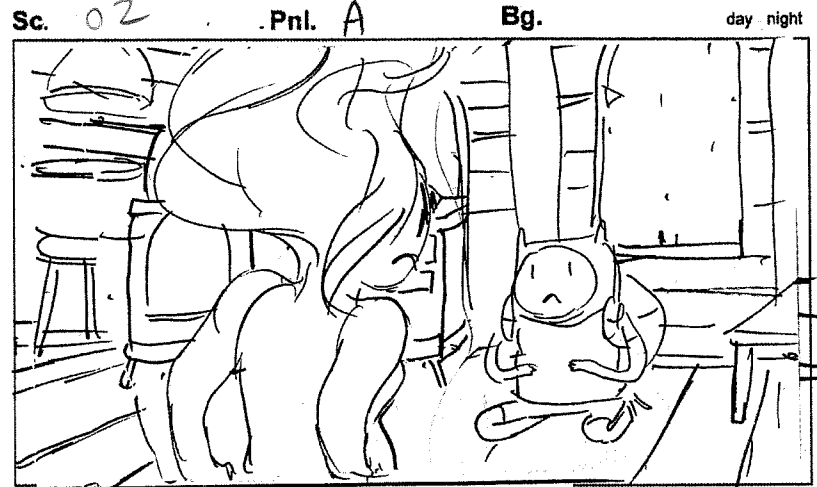
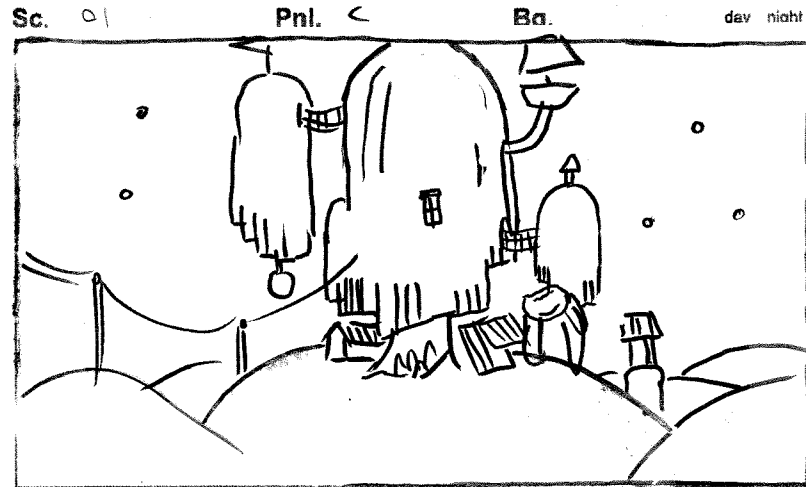
Storyboard by
Rebecca Sugar & Cole Sanchez

ADVENTURE TIME



Page _____

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Dialog:	
Action:	<p>+ EXT. T. HOUSE NIGHT</p> <p>(SP)</p> <p>FP LIGHTS HERSELF</p> <p>FOOSH!!!</p> <p>BACK UP</p>
Timing:	

100882

EPISODE #

Production :

ADVENTURE TIME



02

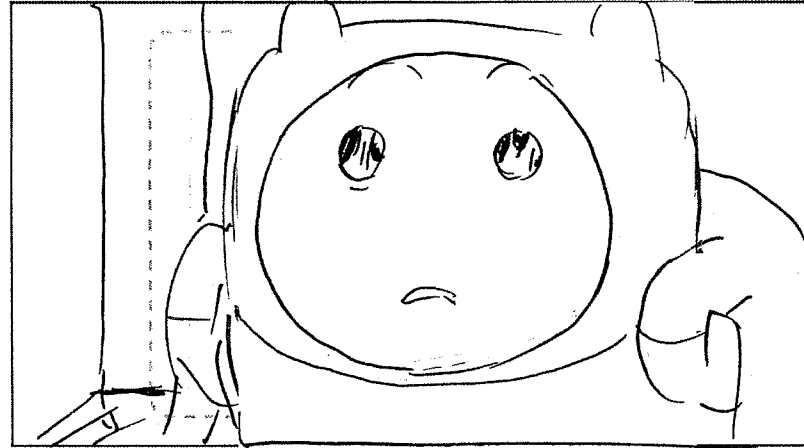
Page _____

Sc. 03

Pnl. A

Bg.

day night



Sc. 03

Pnl. B

B

day night



EPISODE # 100882

Dialog:

Action:

FP'S FIRE REFLECTED IN F'S EYES

FP'S HAND FLIES
IN AND SLAPS
F'S FACE

SLAP

LEAVING
A ~~BURN~~
- HAND
PRINT

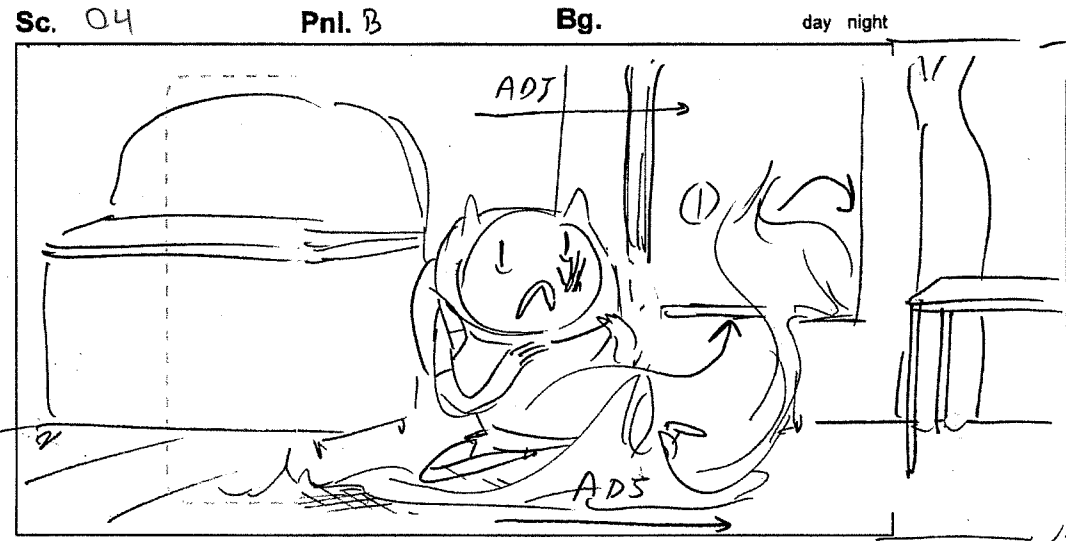
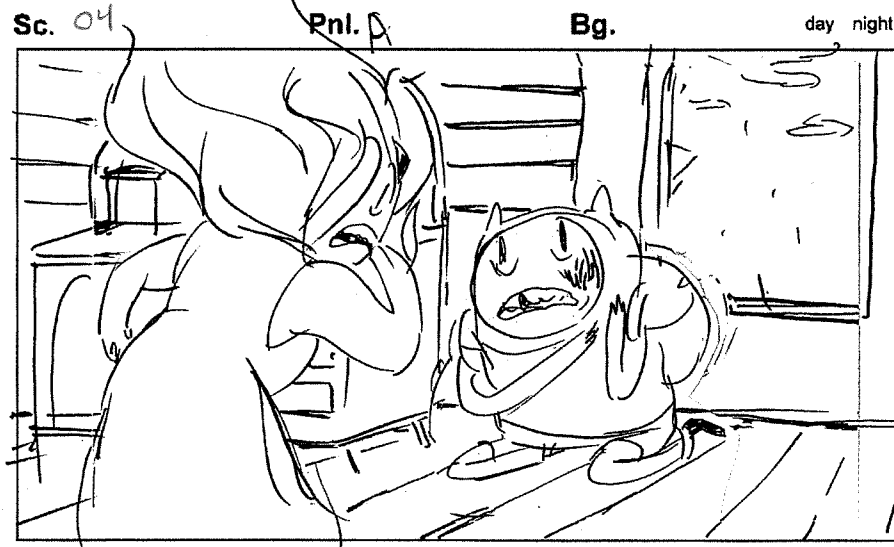
Timing:



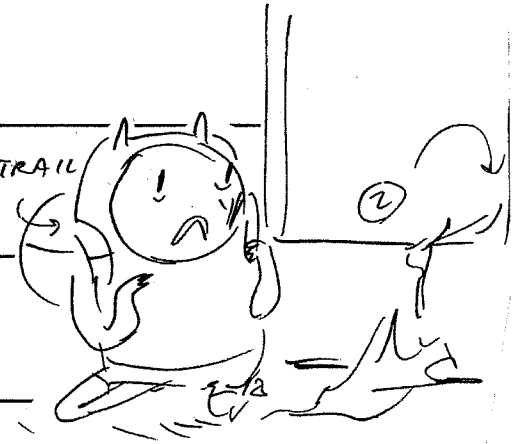
ADVENTURE TIME



Page 03



Dialog:	FP) DON'T EVER MESS WITH ME AGAIN, YOU FREAK!!!
Action:	FP SHOTS OUT THE WINDOW IN A TRAIL OF FIRE
Timing:	



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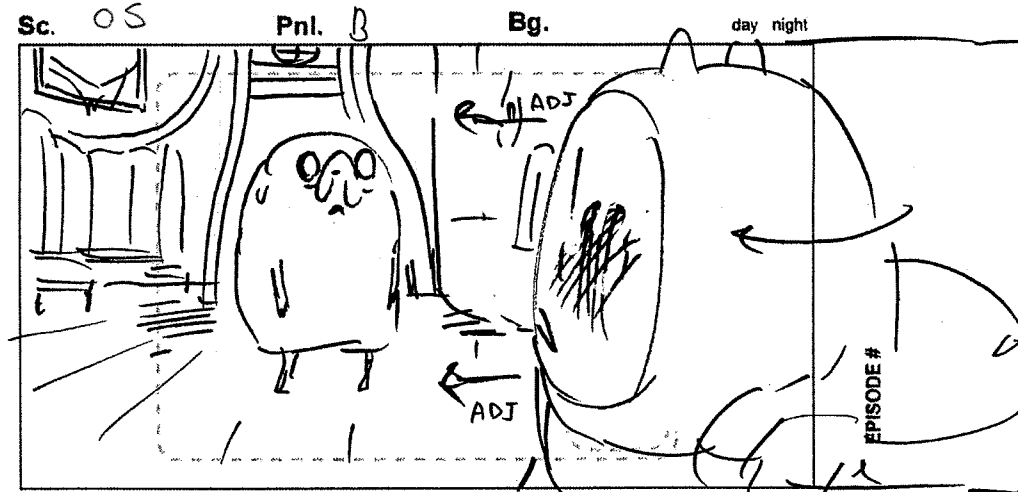
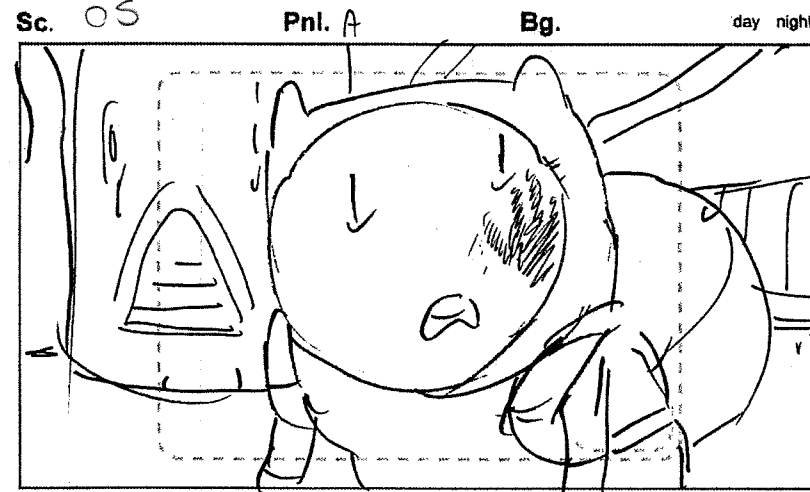
100882

ADVENTURE TIME



Page 04

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Dialog:

Action:

Timing:

- F STUNNED -

F LOOKS TO
FAKE

Production :

100882

ADVENTURE TIME

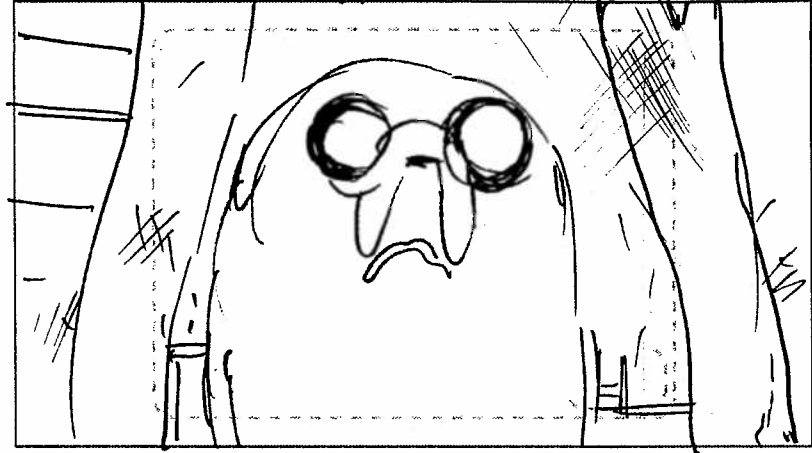


Page 05

Sc. 06 Pnl. A Bg. day night



Sc. 07 Pnl. A Bg. day night



Dialog:

F) WHO WAS THAT?

Action:

Timing:

(TERRIFIED)
THE PRINCESS
OF THE FIRE
KINGDOM

EPISODE # 100882

Production :

ADVENTURE TIME



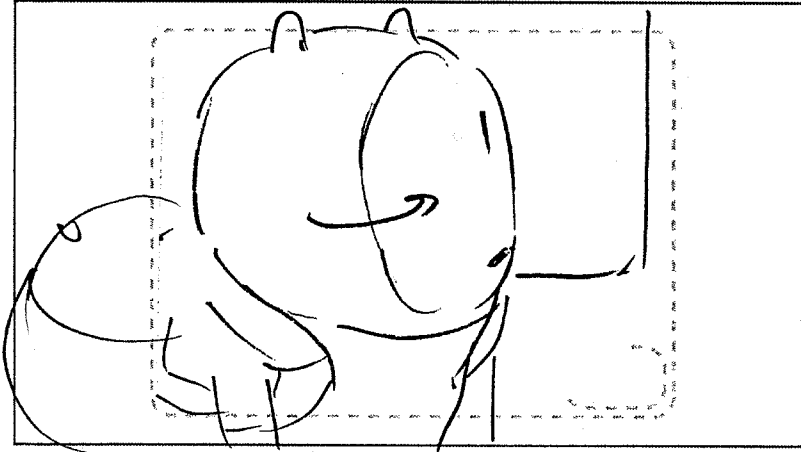
Page 06

Sc. 08

Pnl. A

Bg.

day night

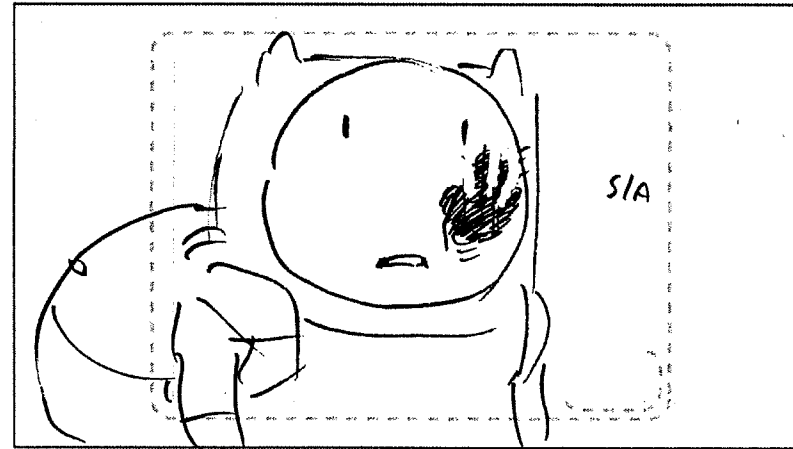


Sc. 08

Pnl. B

Bg.

day night



Dialog:

F) ...

F) DUDE,
I THINK I
HAVE A CRUSH.

Action:

F TURNS TO WINDOW

F TURNS BACK TO JAKE

THE END

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME

BG
↓



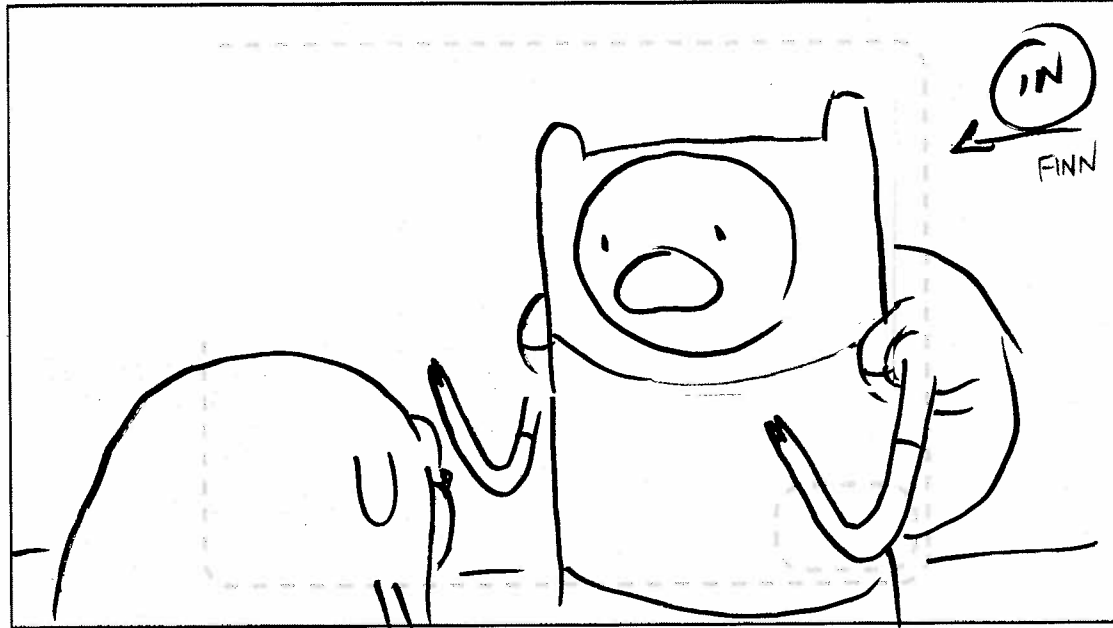
Page 7

Sc. 09

Pnl. A

Bg.

day night

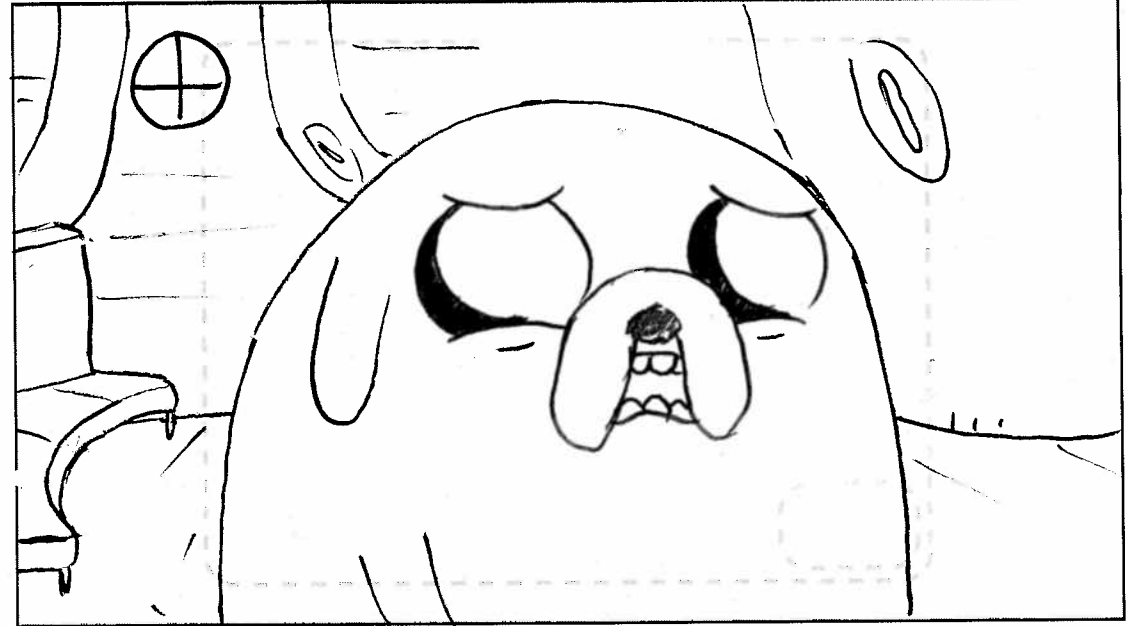


Sc. 10

Pnl. A

Bg.

day night



Dialog:

F- WHAT DO YOU KNOW about
her, JAKE?

J:

I was trying to help you
get over your Princess Bubblegum
Sad Times by hooking you two
up.

Action:

FINN RUSHES ON/S TOWARDS JAKE

Timing:

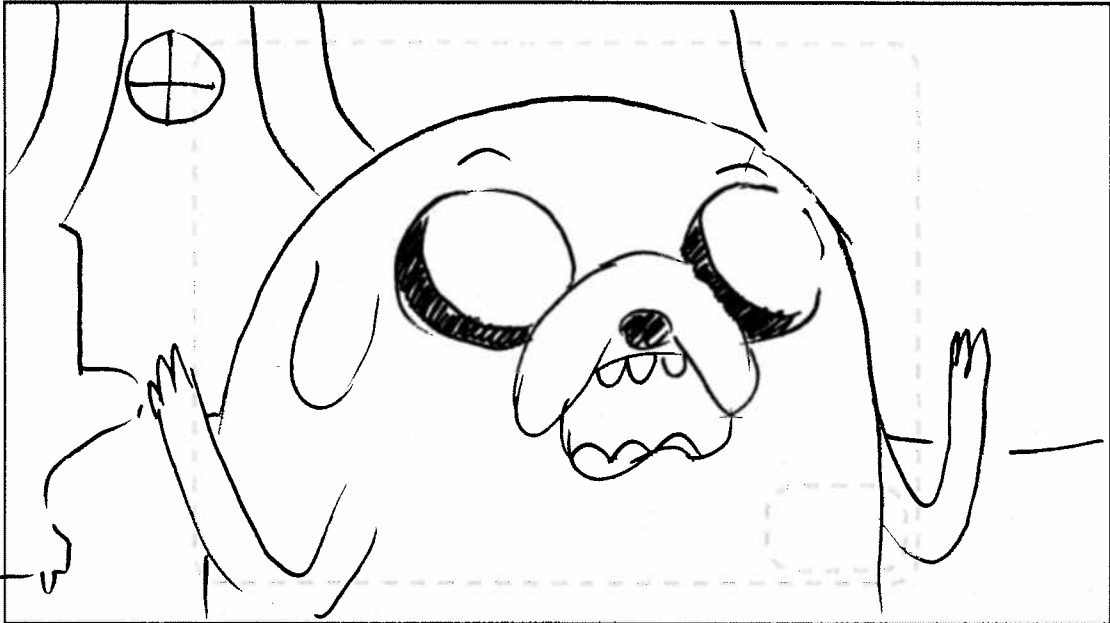
EPISODE # 100882

Production :

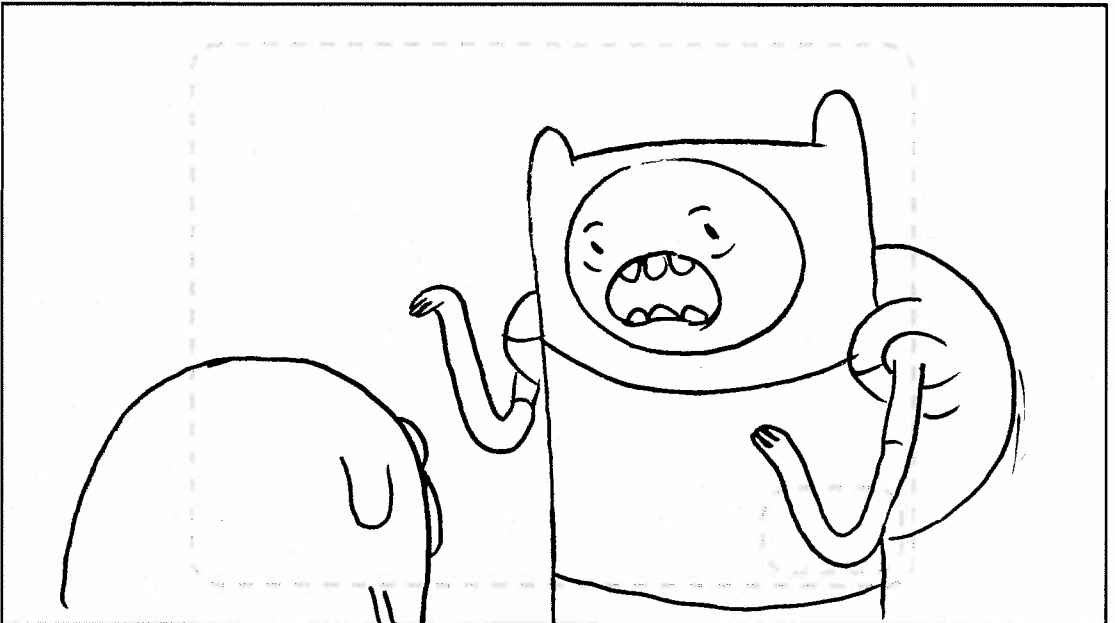
ADVENTURE TIME



Sc. 10 Pnl. B Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog:	J: But she's evil man!	F: You shut your dirty mouth!
Action:		
Timing:		

EPISODE # 100882

Production :

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ADVENTURE TIME

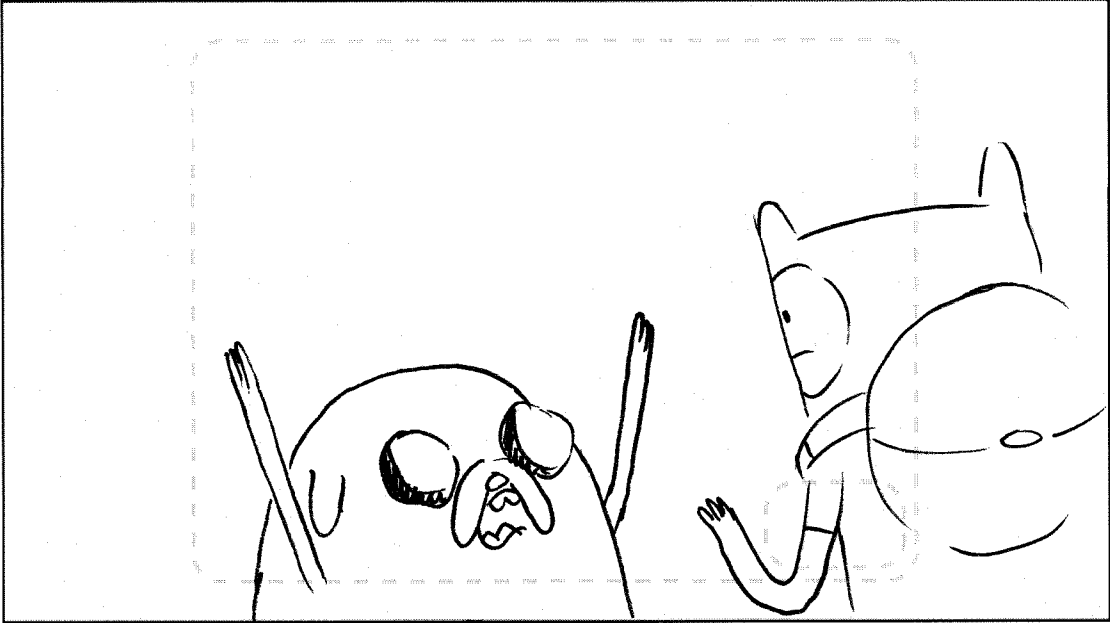


Sc. 12

Pnl. A

Bg.

day night

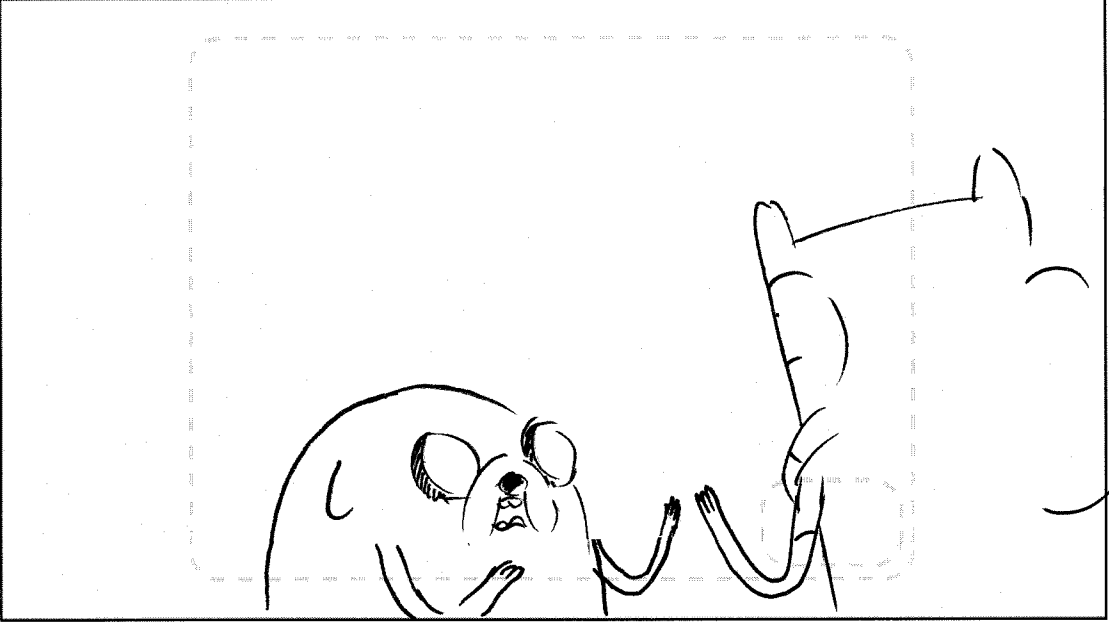


Sc. 12

Pnl. B

Bg.

day night



Dialog:

J: NO Really, man !

J: HER DAD SAID SHE
WAS EVIL.

Action:

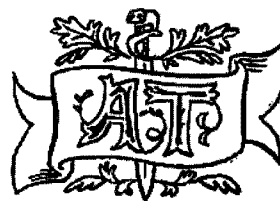
Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



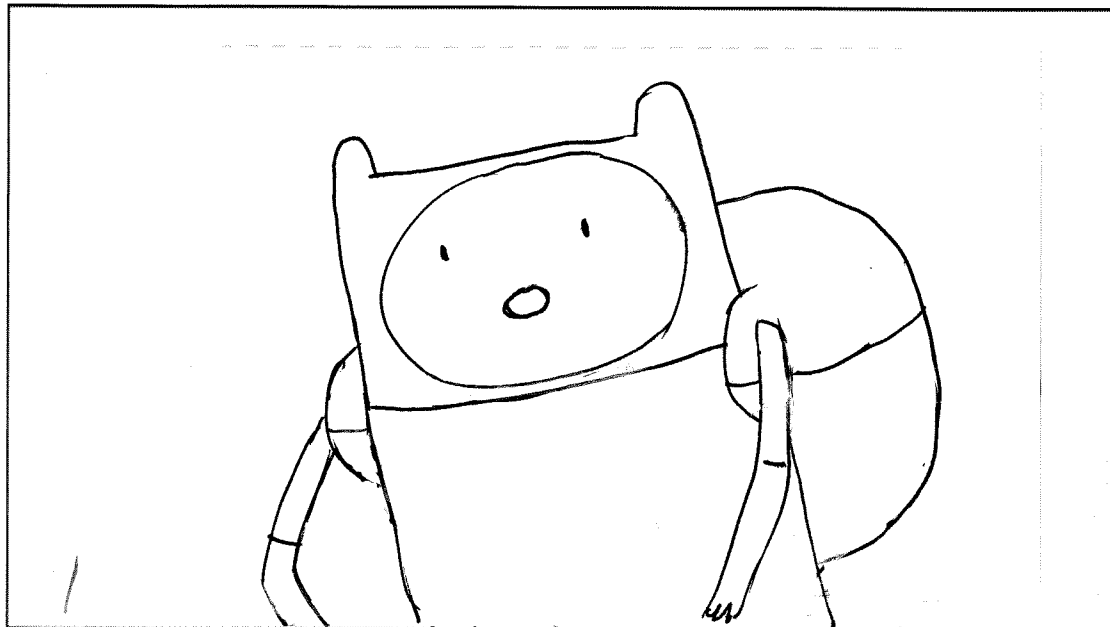
Page 10

Sc. 13

Pnl. A

Bg.

day night

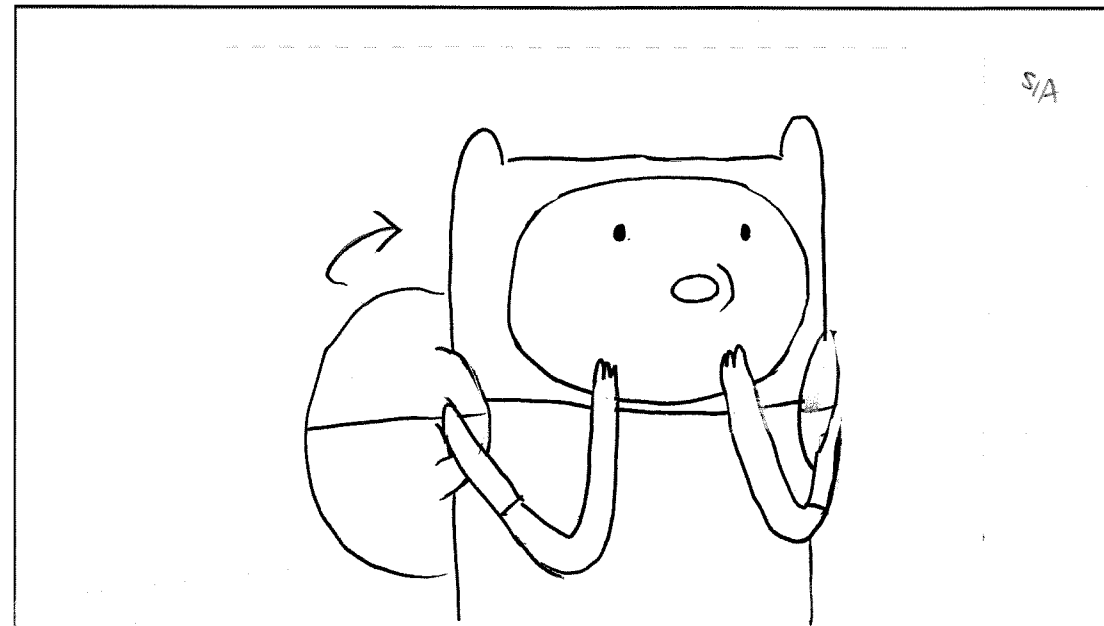


Sc. 13

Pnl. B

Bg.

day night



Dialog:

F: NAH, MAN

(F):

I PEEPED BEYOND HER BURNING
GAZE AND NOSHED HOT LUNCH
WITH HER SOUL. ..

Action:

Timing:

EPISODE # 100882

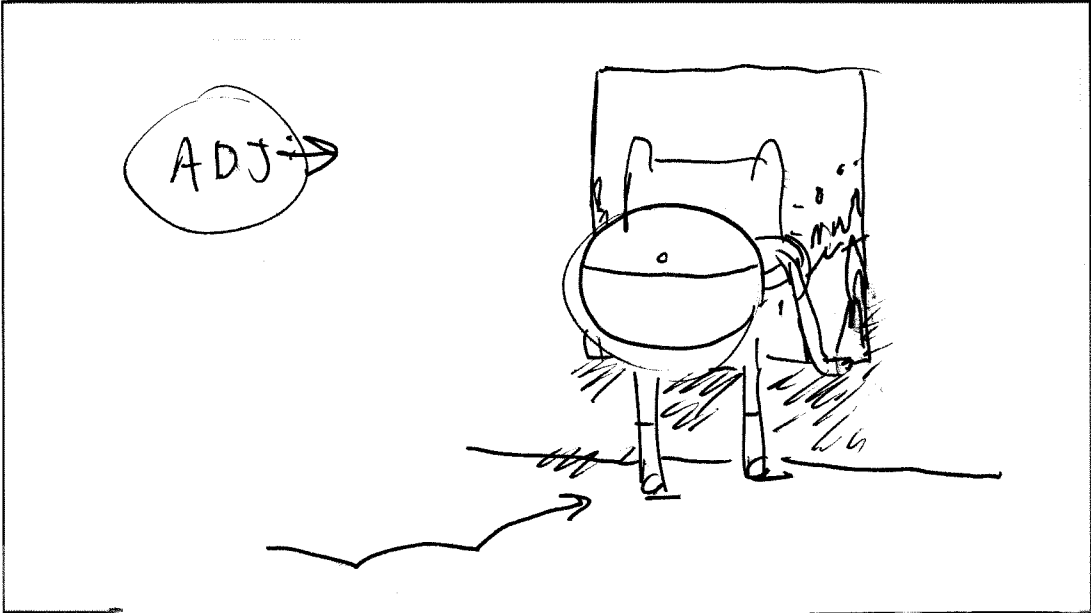
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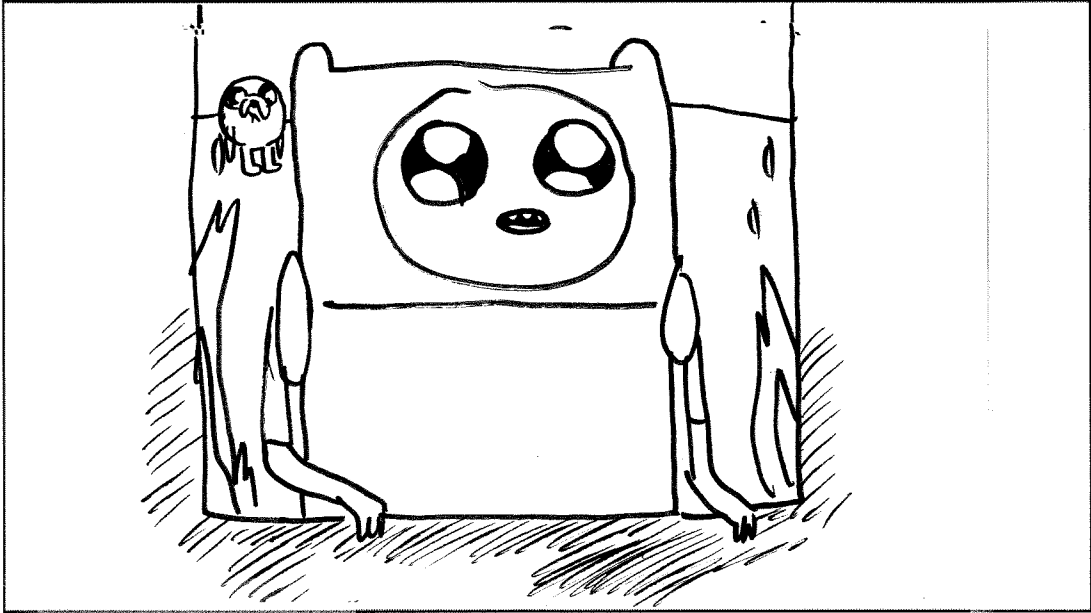
ADVENTURE TIME



Sc. 13 Pnl. C Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:	(F) she ain't evil.	(F) she's passionate
Action:		
Timing:		

EPISODE # 100882

Production :

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ADVENTURE TIME

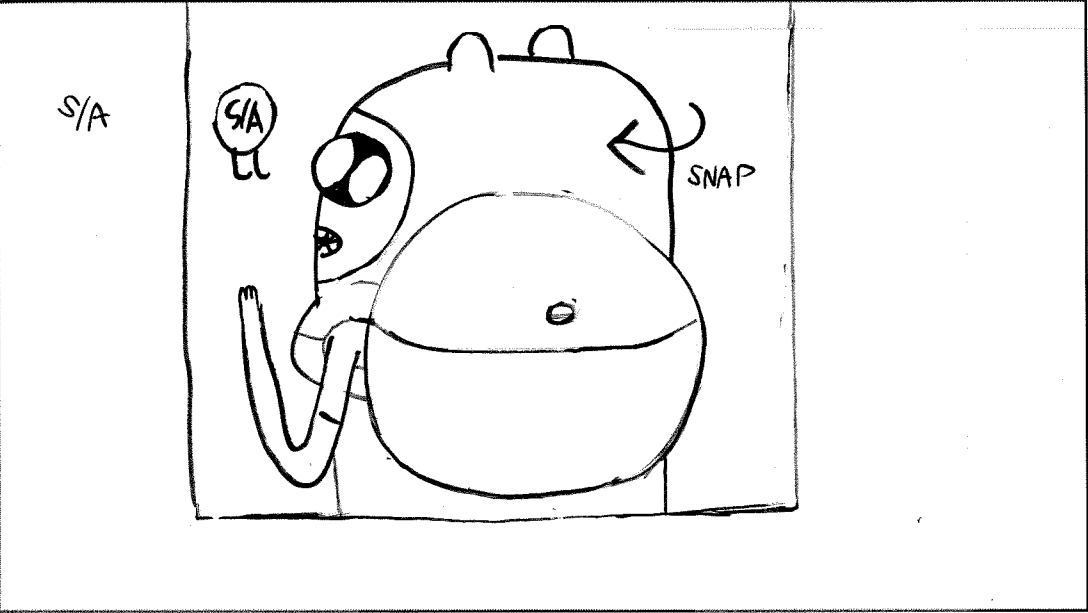


Sc. 14

Pnl. B

Bg.

day night

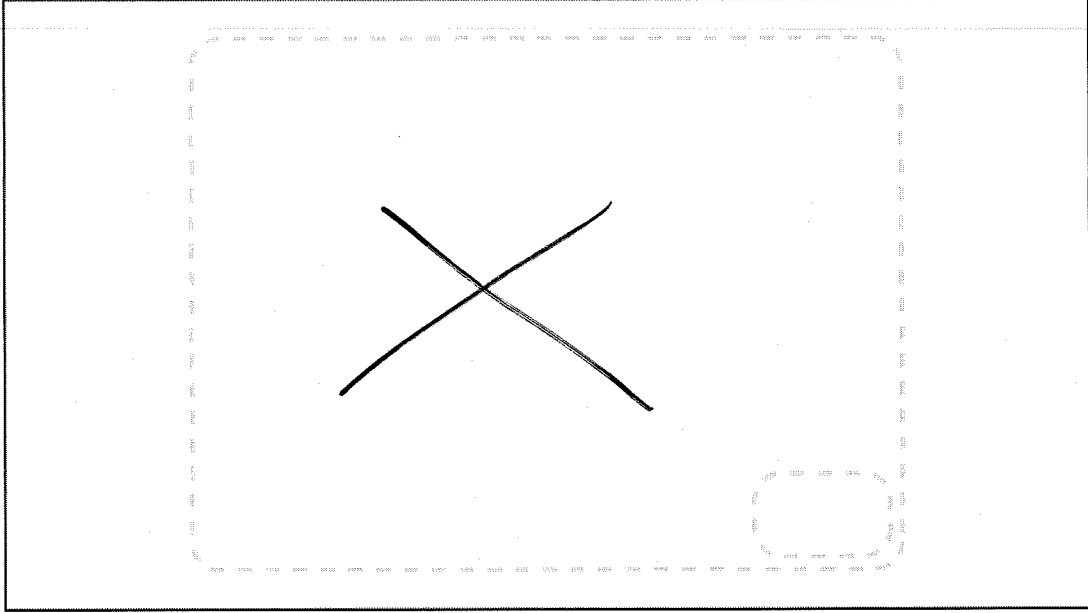


Sc.

Pnl.

Bg.

day night



Dialog:

(F:) help me track her down!

Action:

- FINN TURNS TO JAKE.

Timing:

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Production :

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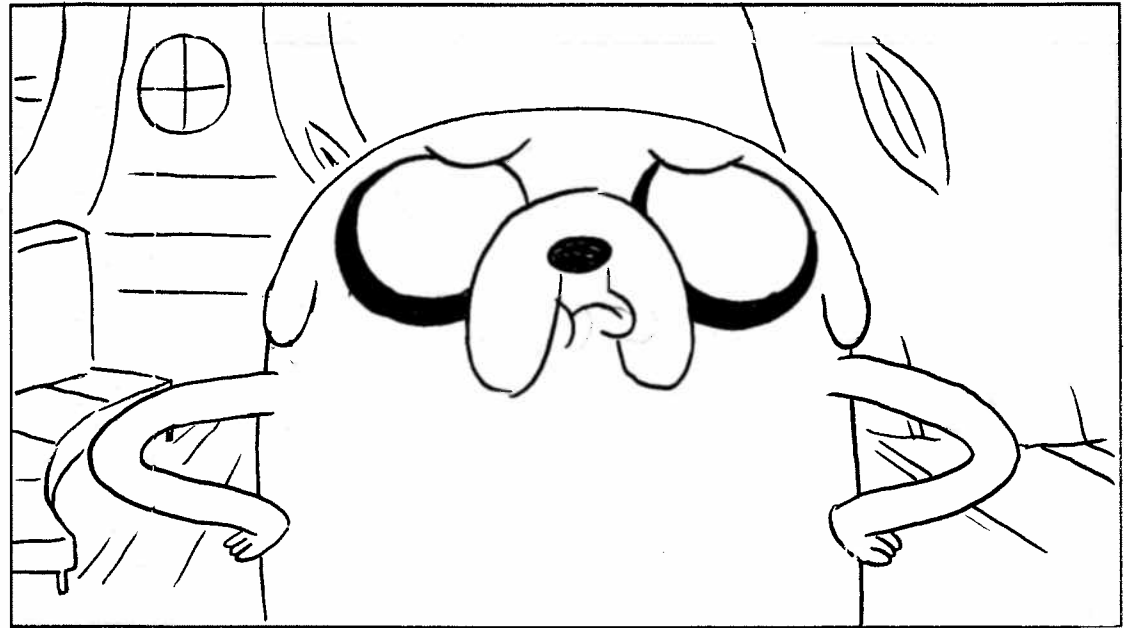
ADVENTURE TIME



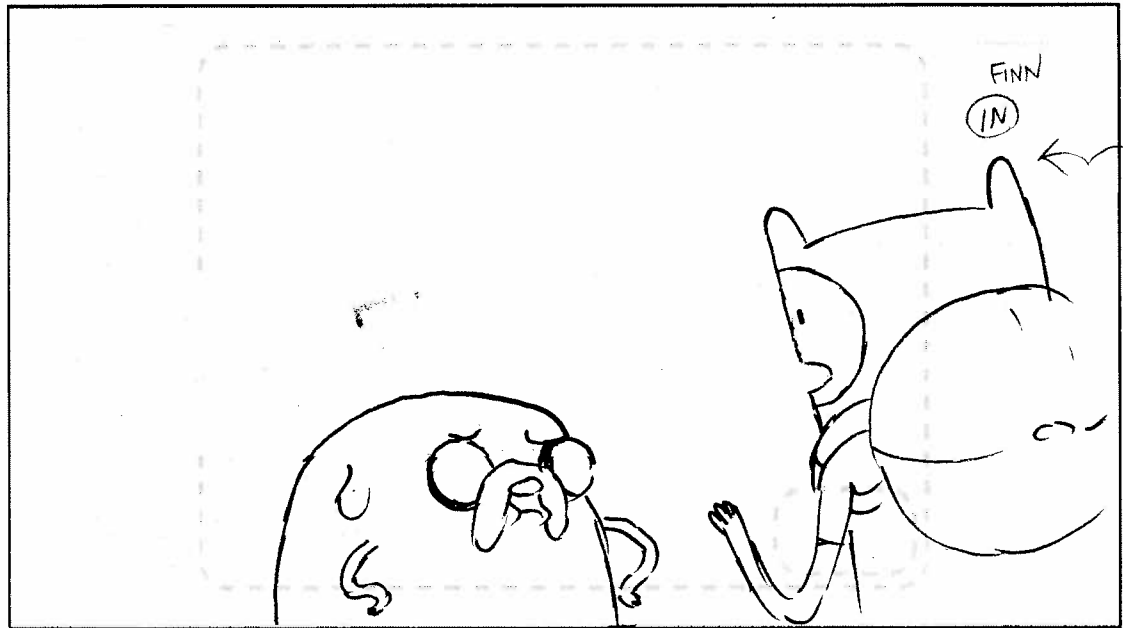
BG
↓

Page 11

Sc. 15 Pnl. A Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog:	J: (concerned) hrrmmmm...	F: c'mon man,
Action:		
Timing:		

EPISODE # 100882
Production :

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ADVENTURE TIME

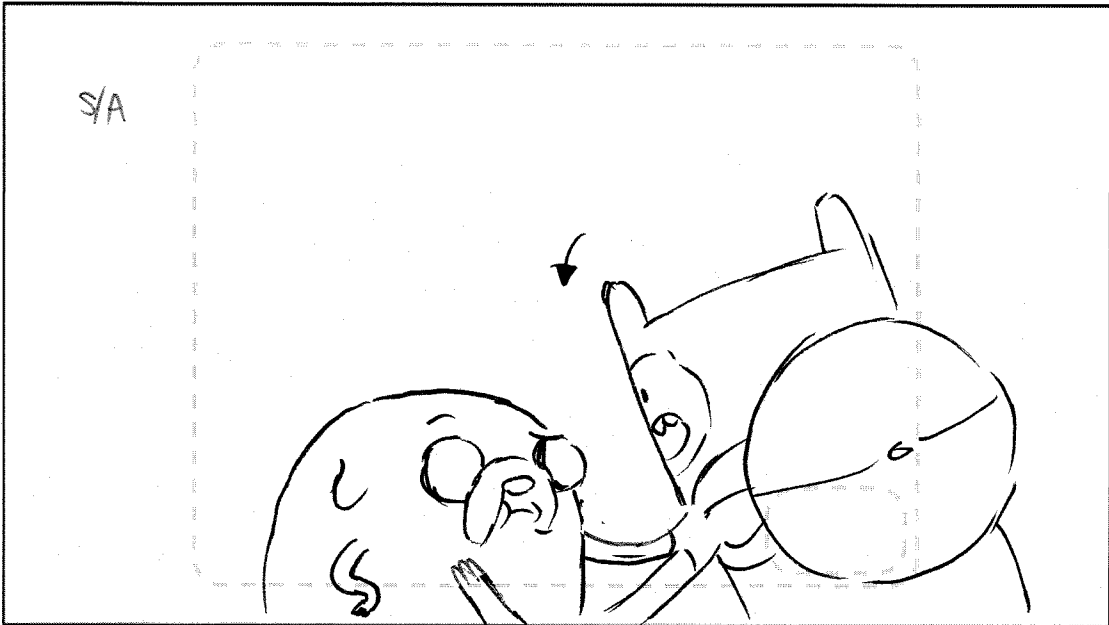


Sc. 16

Pnl. B

Bg.

day night

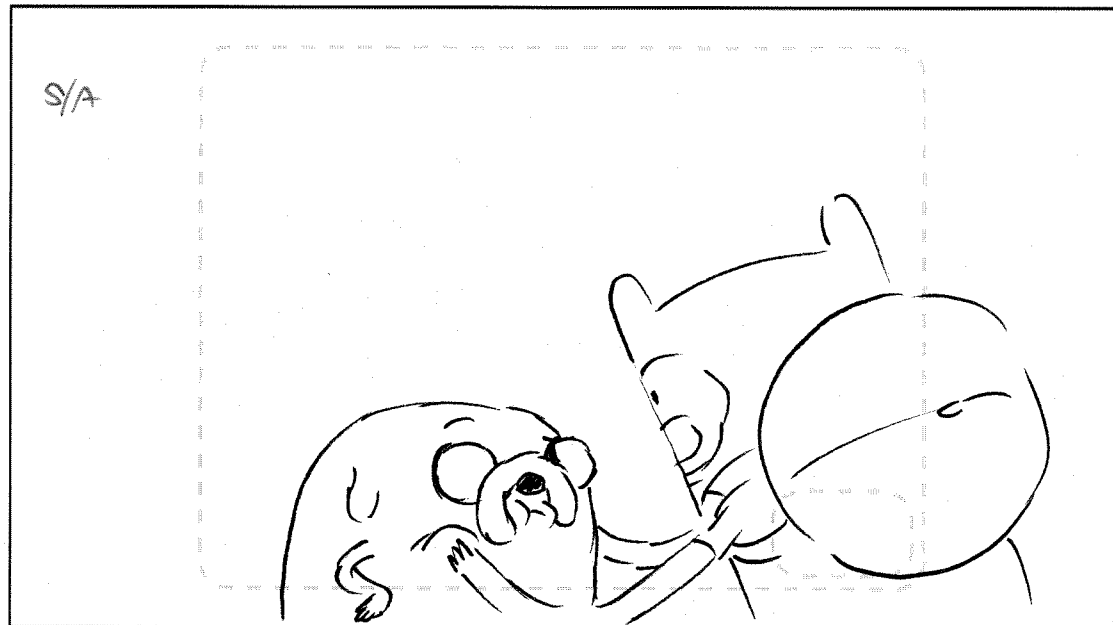


Sc. 16

Pnl. C

Bg.

day night



Dialog:

(F:) I really like her- help me out!

(F:) c'mon buddy help me oout!

Action:

• Finn rubs
Jake's face



Timing:

EPISODE # 100882

Production :

ADVENTURE TIME

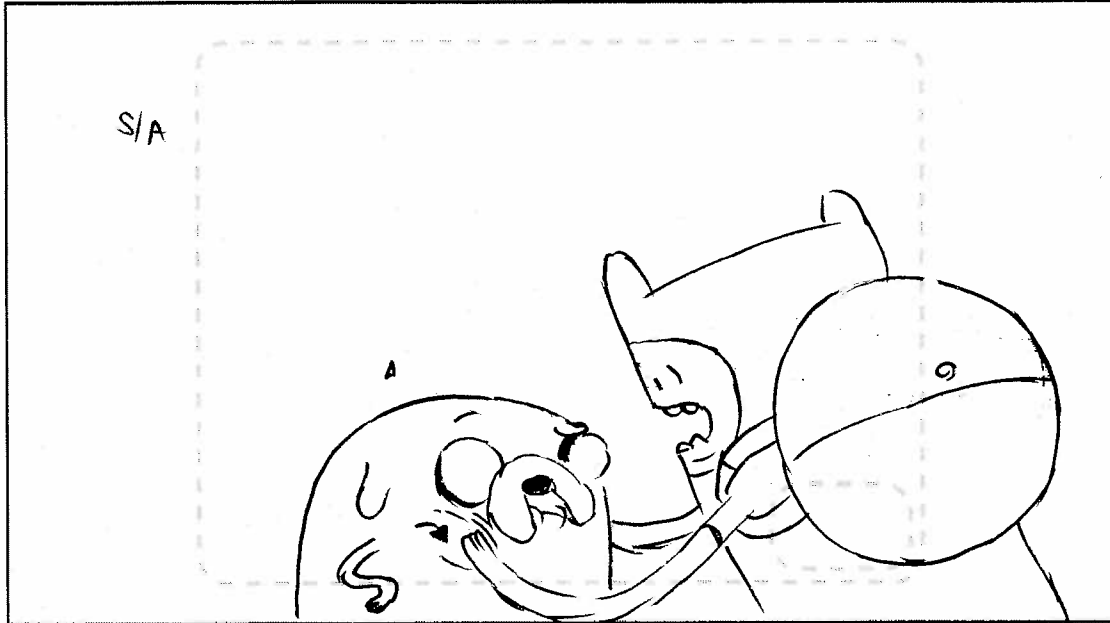


Sc. 16

Pnl. D

Bg.

day night



Sc. 16

Pnl. E

Bg.

day night



Dialog:

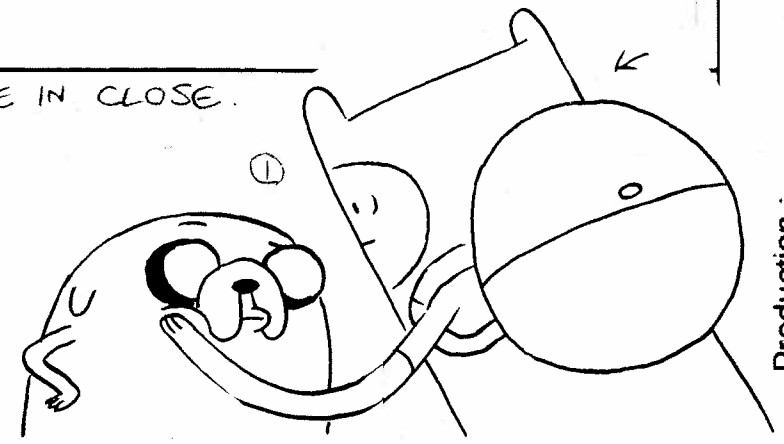
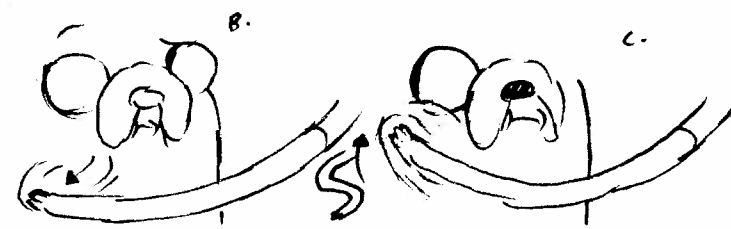
(f:) C'MOOOONN BUDDYYYYYY.'

Action:

FINN RUBS JAKE'S FAST

-FINN PULLS JAKE IN CLOSE.

Timing:



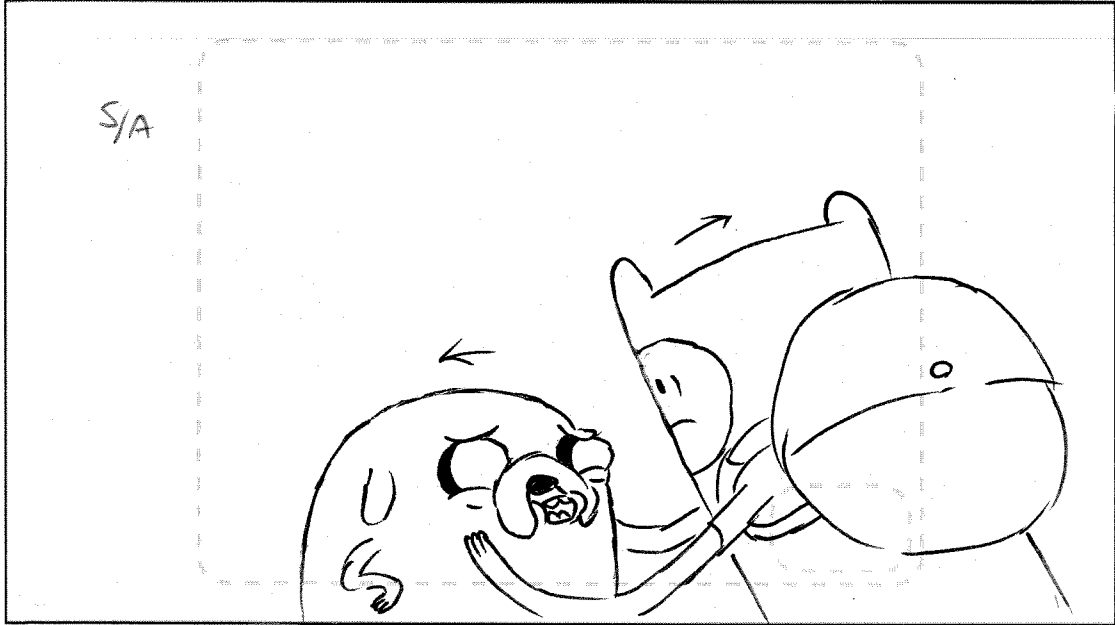
EPISODE# 100882

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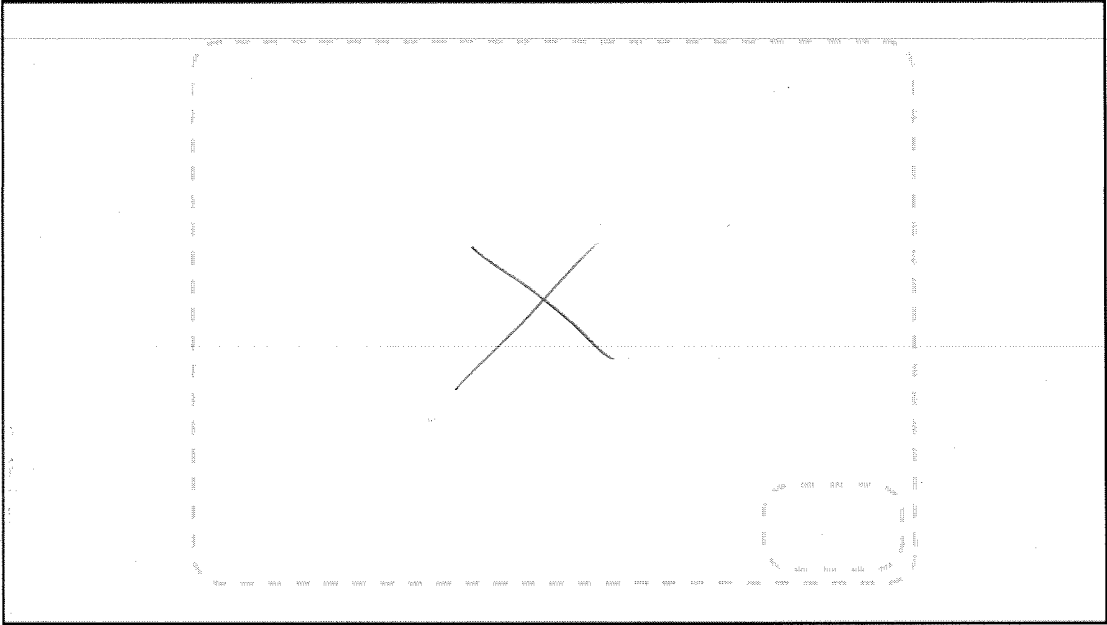
ADVENTURE TIME



Sc. 16 Pnl. F Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<u>J:</u> eeeeeeeek .
Action:
Timing:

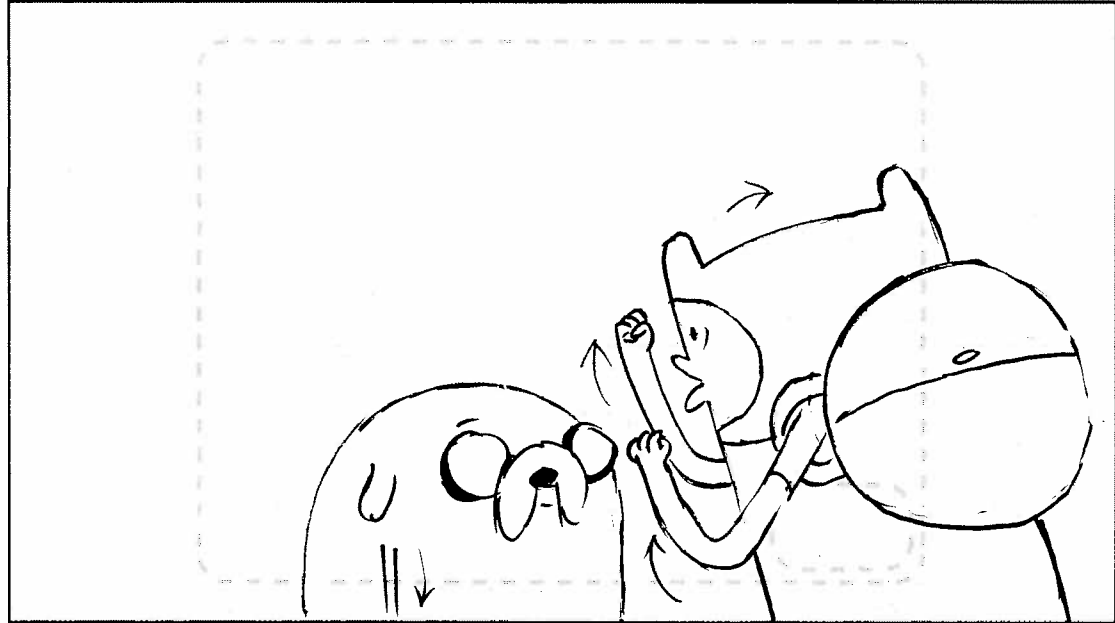
EPISODE # 100882
Production :

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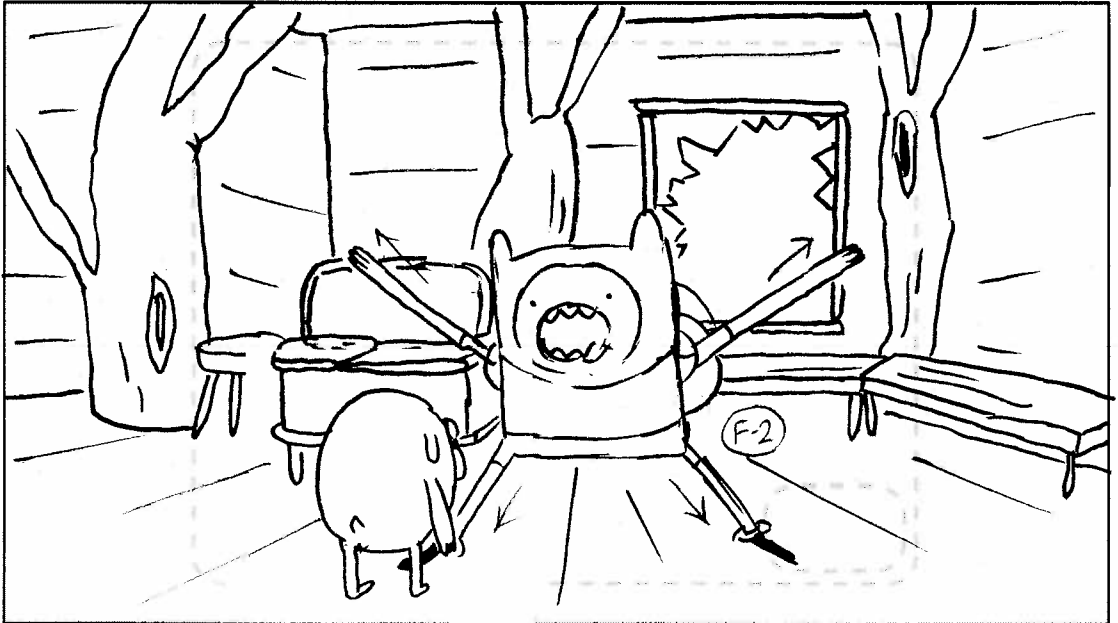
ADVENTURE TIME



Sc. 16 Pnl. F Bg. day night



Sc. 17 Pnl. A Bg. day night

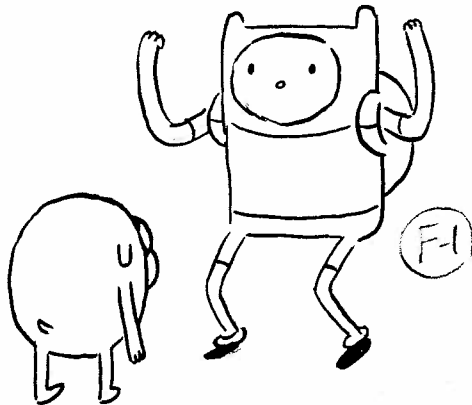


Dialog:

(F:) woo! Alright!

Action: - FINN RAISES HIS FISTS IN EXCITEMENT

Timing:



(F-1)

(F-2) Let's go!

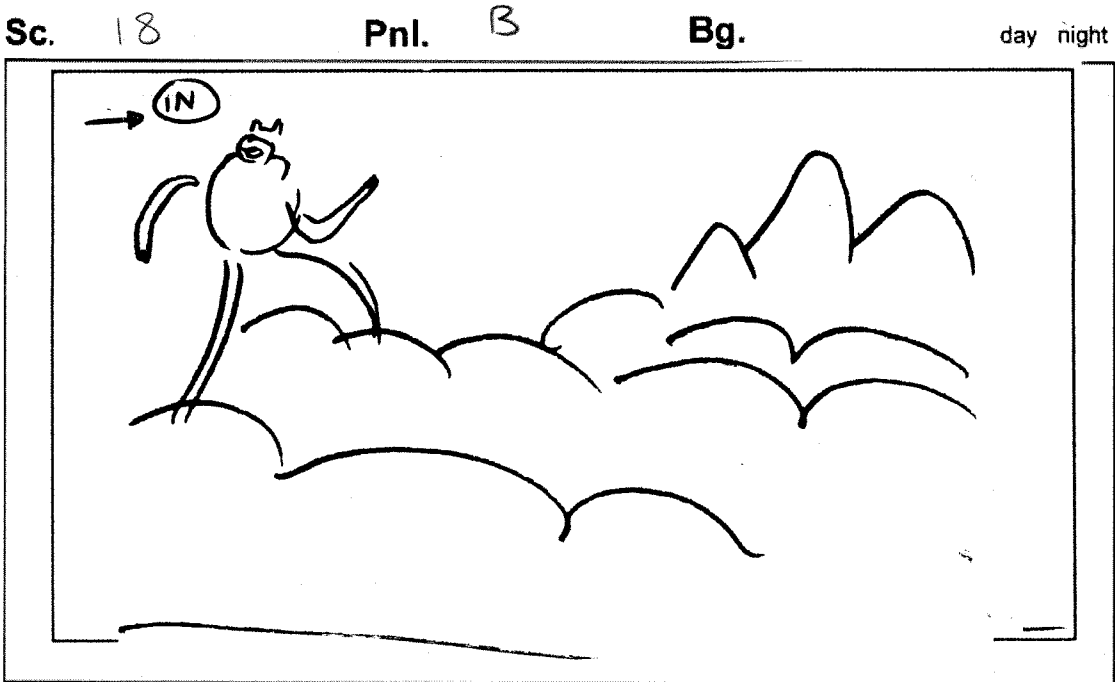
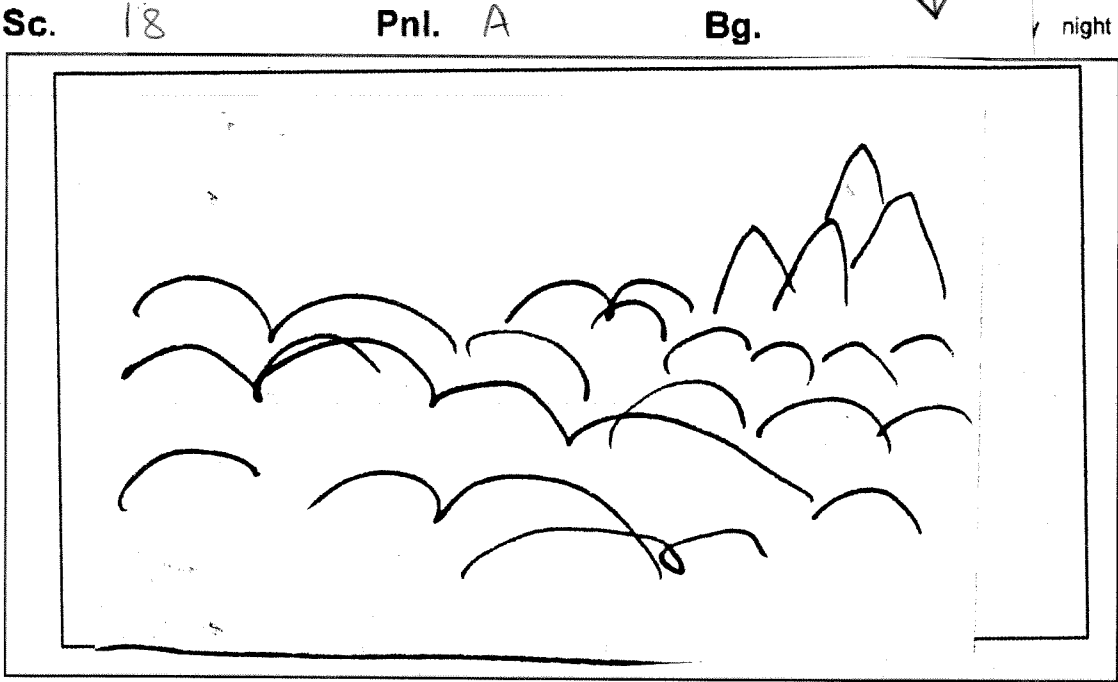
-FINN'S ARMS AND LEGS SHOOT OUT.

EPISODE # 100882 Production :

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ADVENTURE TIME

CLEAN
↓



Dialog:
Action:
Timing:

JAKE WALKS OVER TOPS OF TREES.

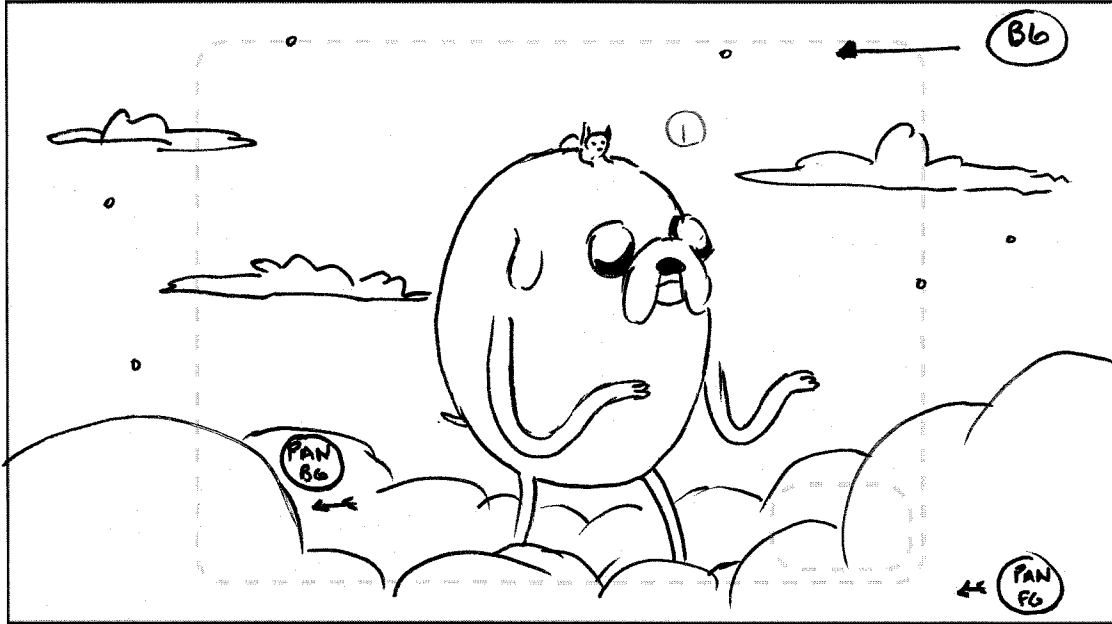
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ADVENTURE TIME

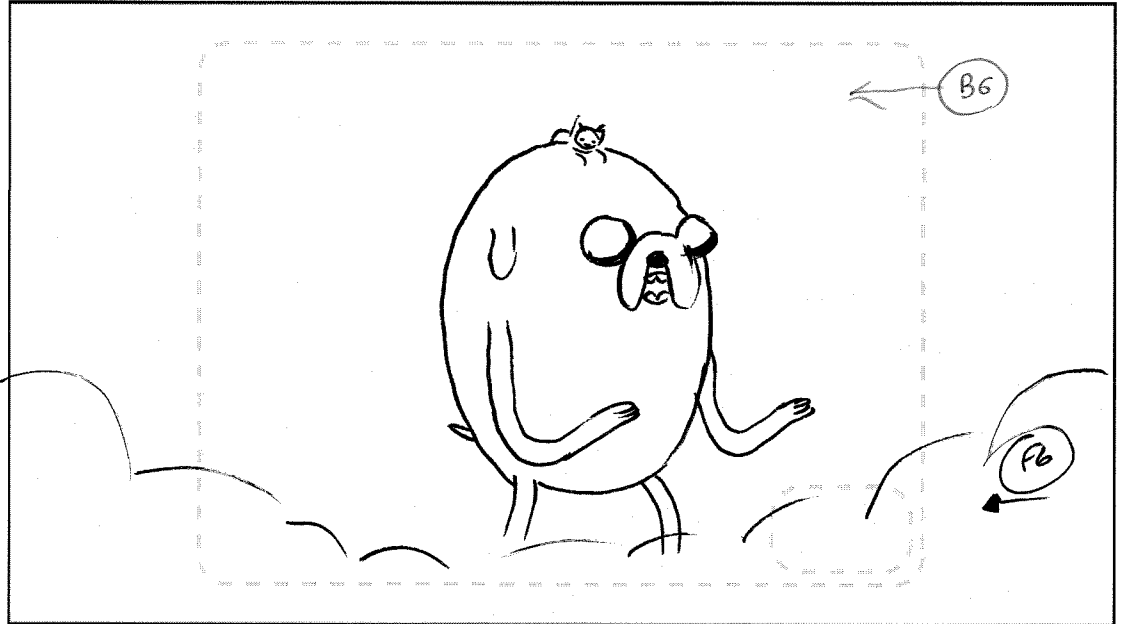


Page 17

Sc. 19 Pnl. A Bg. day night



Sc. 19 Pnl. B Bg. day night

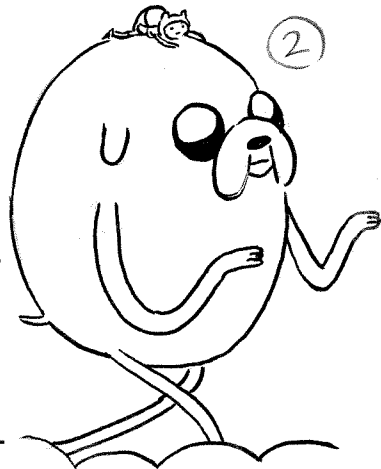


Dialog:

J: you sure you're not into
any other princesses?

Action:

Timing:



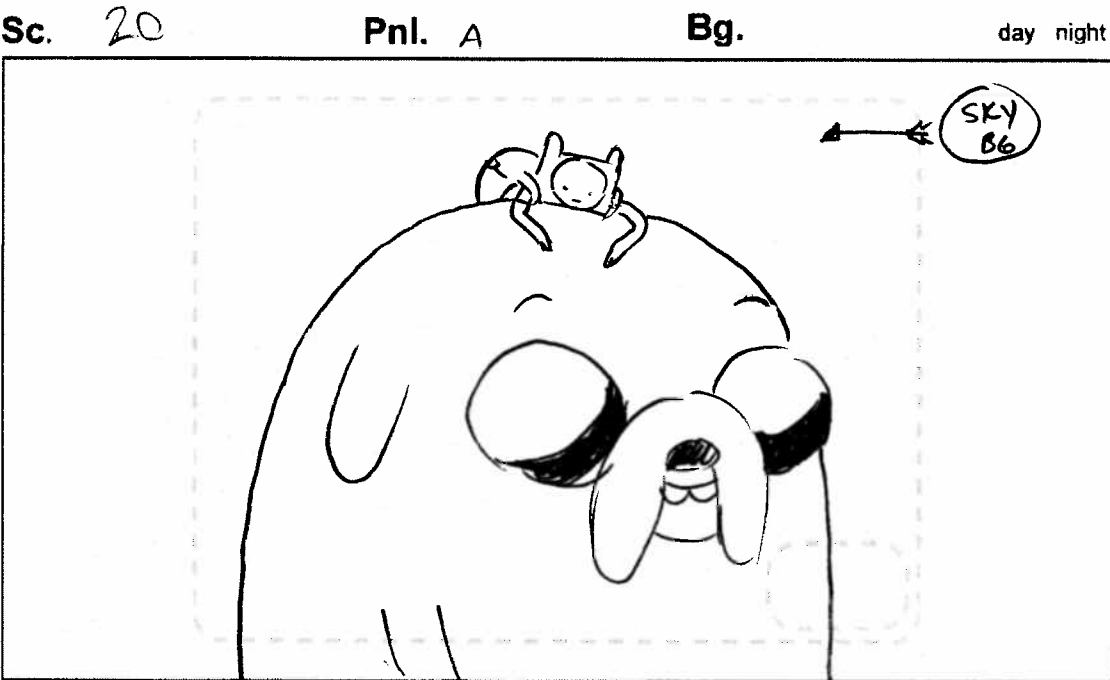
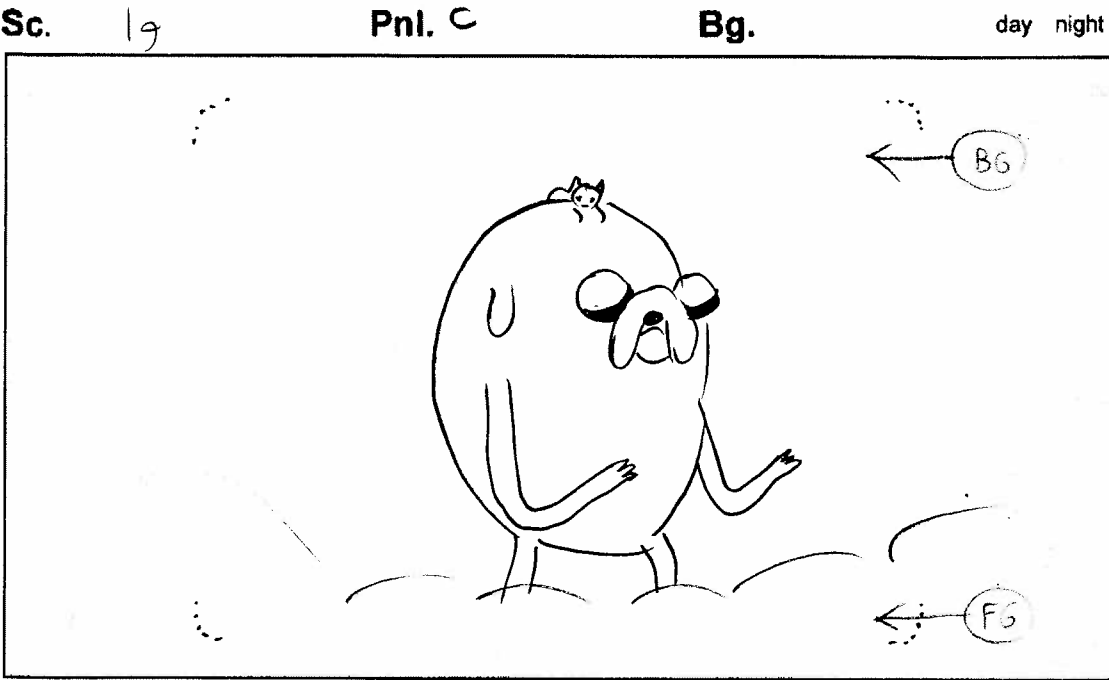
J: What about WILD BERRY
Princess?

EPISODE # 100882

Production :

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ADVENTURE TIME



Dialog:	<u>J</u> : she's small and plump.	<u>J</u> : YOU COULD SLEEP ON HER LIKE A PILLOW.
Action:		
Timing:		

EPISODE # 100882 Production :

ADVENTURE TIME



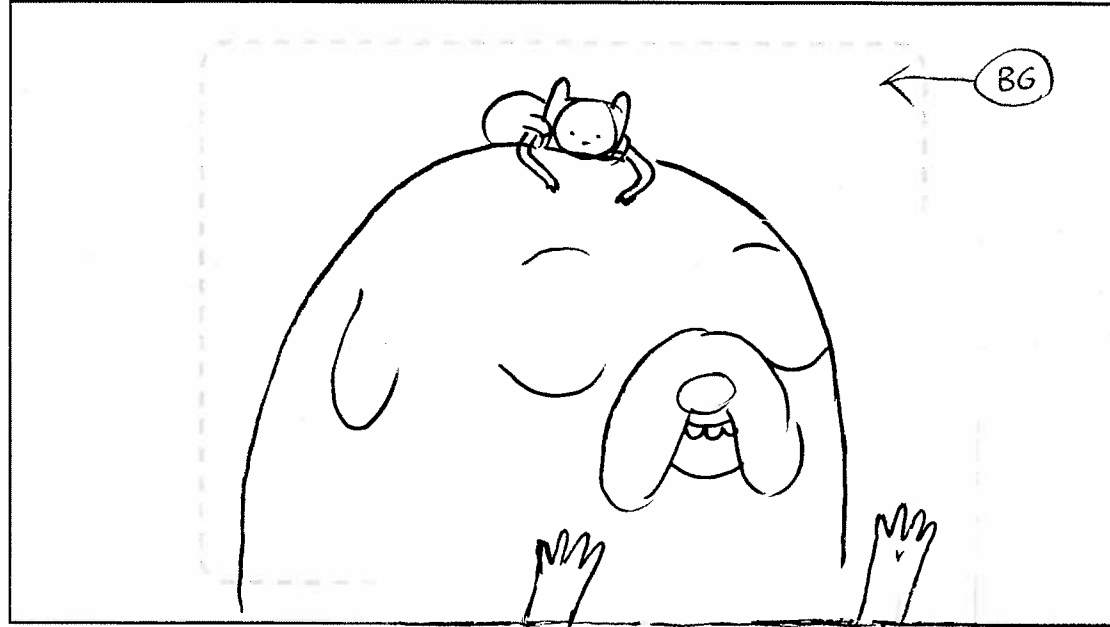
Page 19

Sc. 20

Pnl. B

Bg.

day night

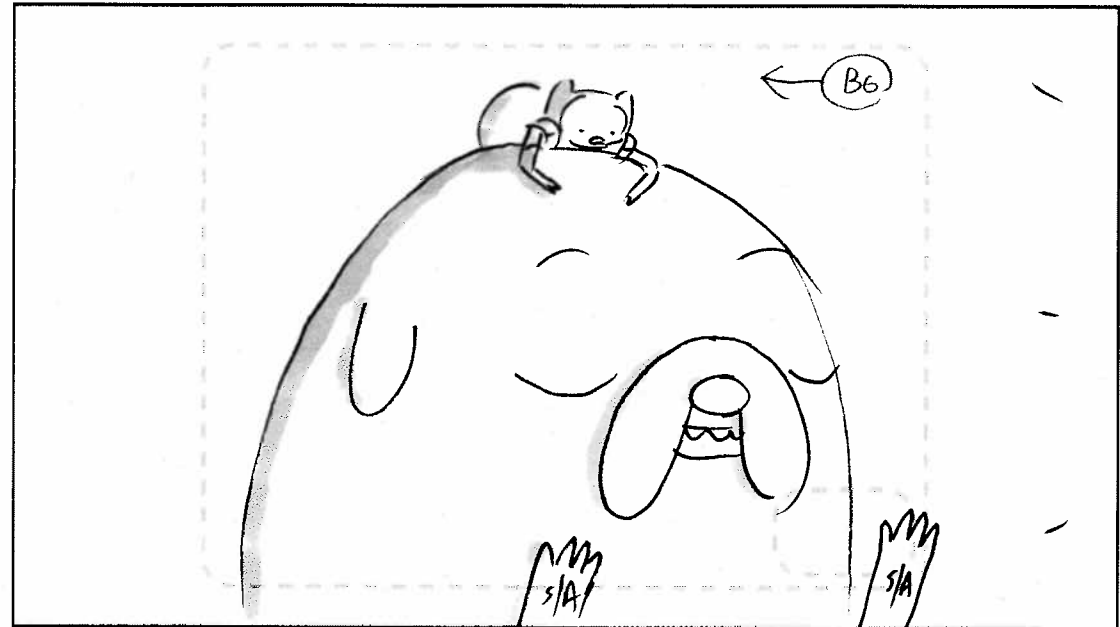


Sc. 20

Pnl. C

Bg.

day night



Dialog:

J. COULD Be nice...

Action:

- Fire light shines on
FINN AND JAKE.

Timing:

EPISODE # 100882

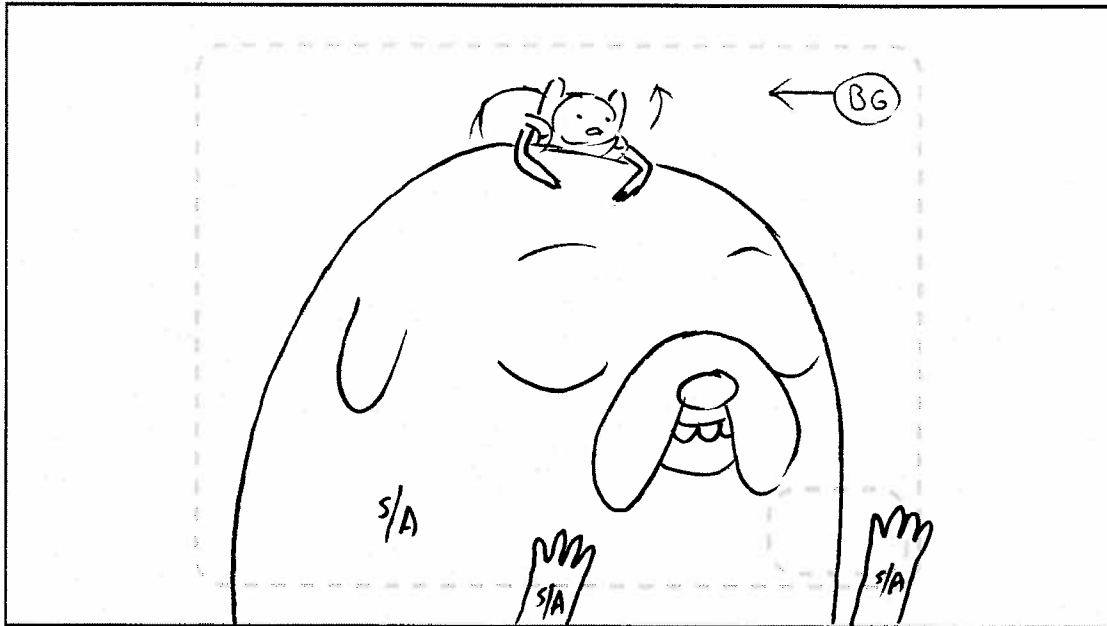
Production :

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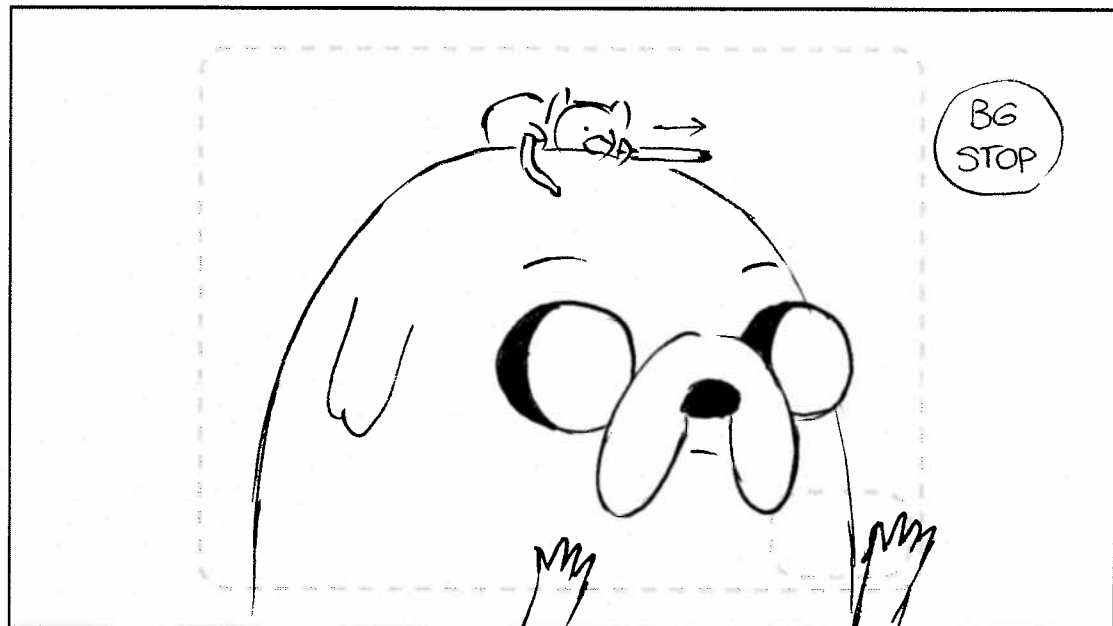
ADVENTURE TIME



Sc. 20 Pnl. D Bg. day night



Sc. 20 Pnl. E Bg. day night



Dialog:	F: Jake! Over there!
Action:	FINN LOOKS UP.
Timing:	

EPISODE # 100882
Production :

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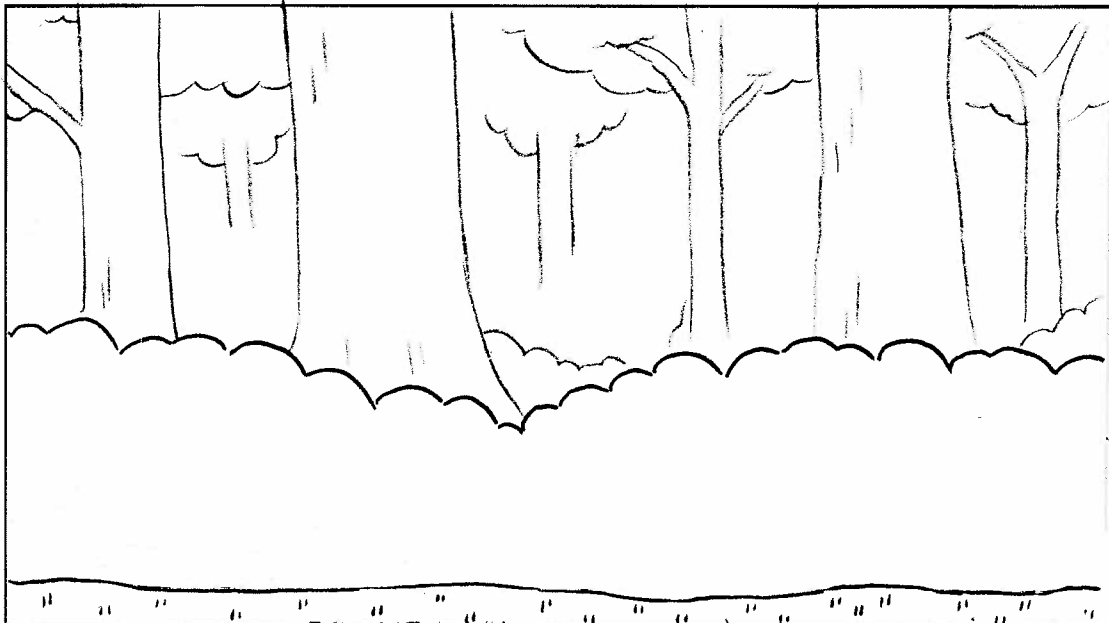
ADVENTURE TIME



Sc. 21 Pnl. A Bg. day night



Sc. 21 Pnl. A Bg. day night



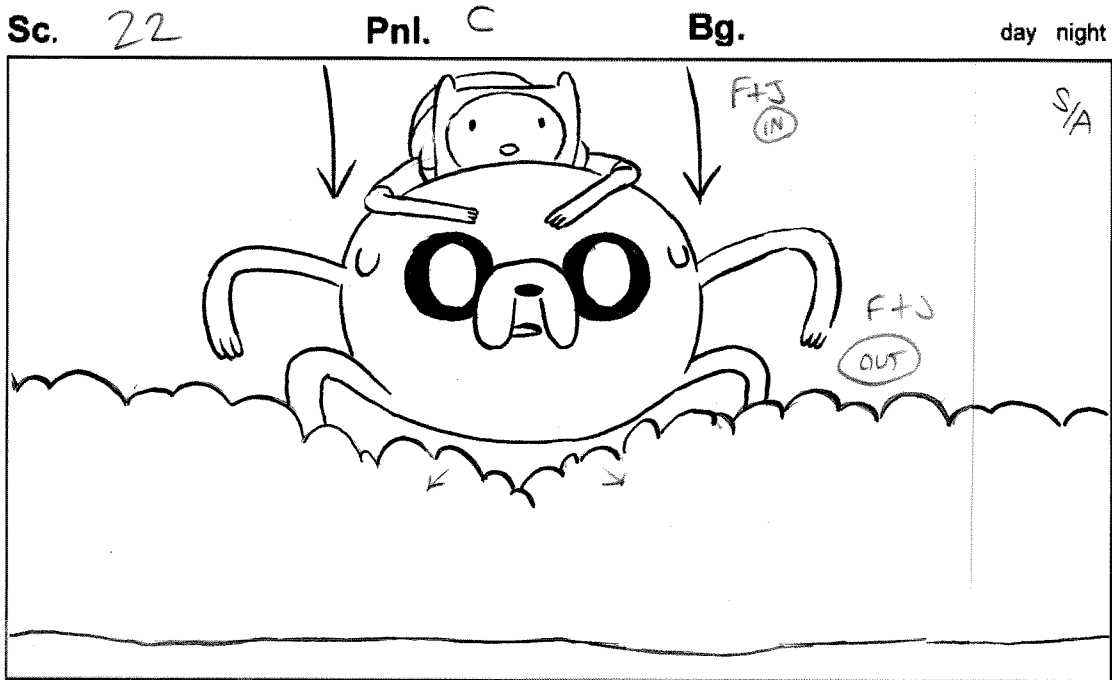
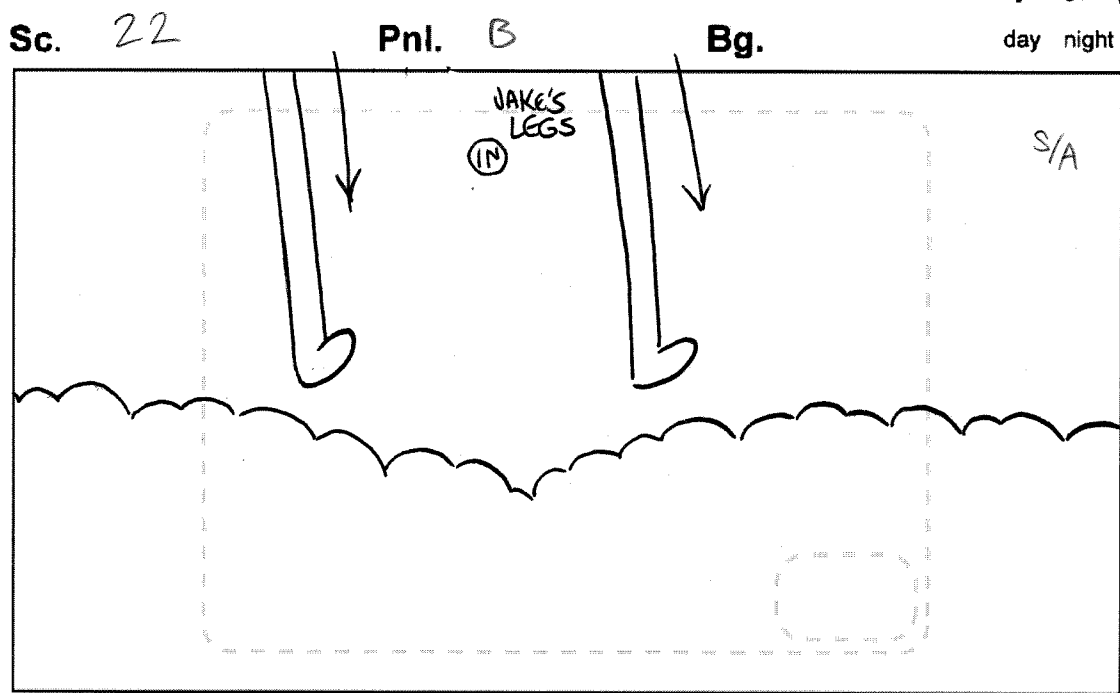
Dialog:
Action: - SMOKING BIRD FLIES OUT FROM CLEARING IN THE TREES.
Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



Dialog:
Action: - JAKE'S FEET STRETCH ON/S. - F+J DUCK BEHIND BUSHES
Timing:

EPISODE # 100882

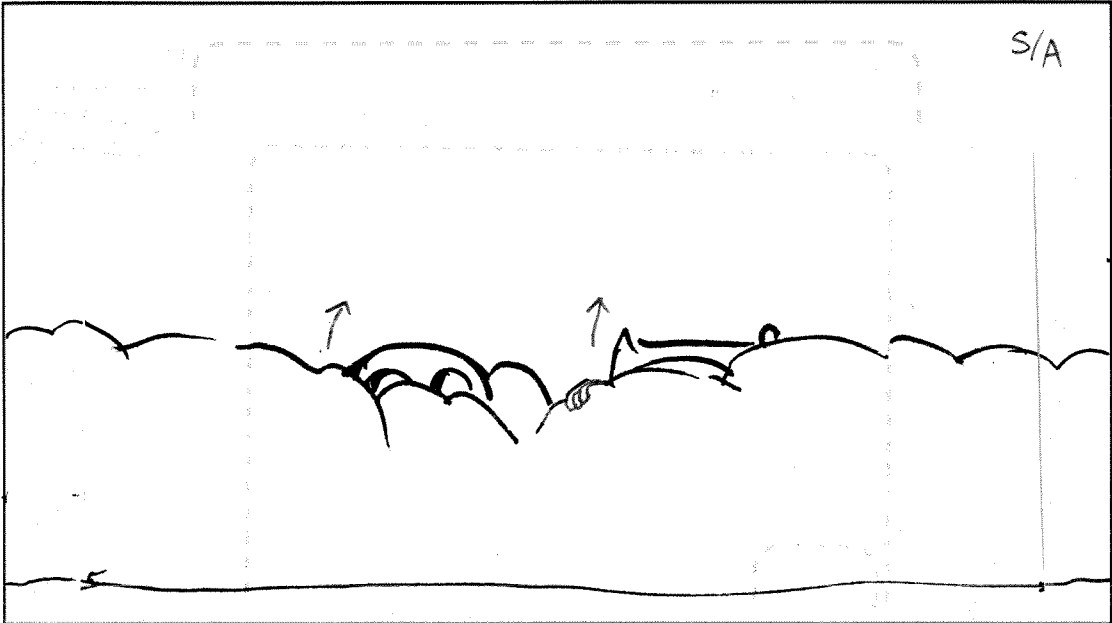
Production :

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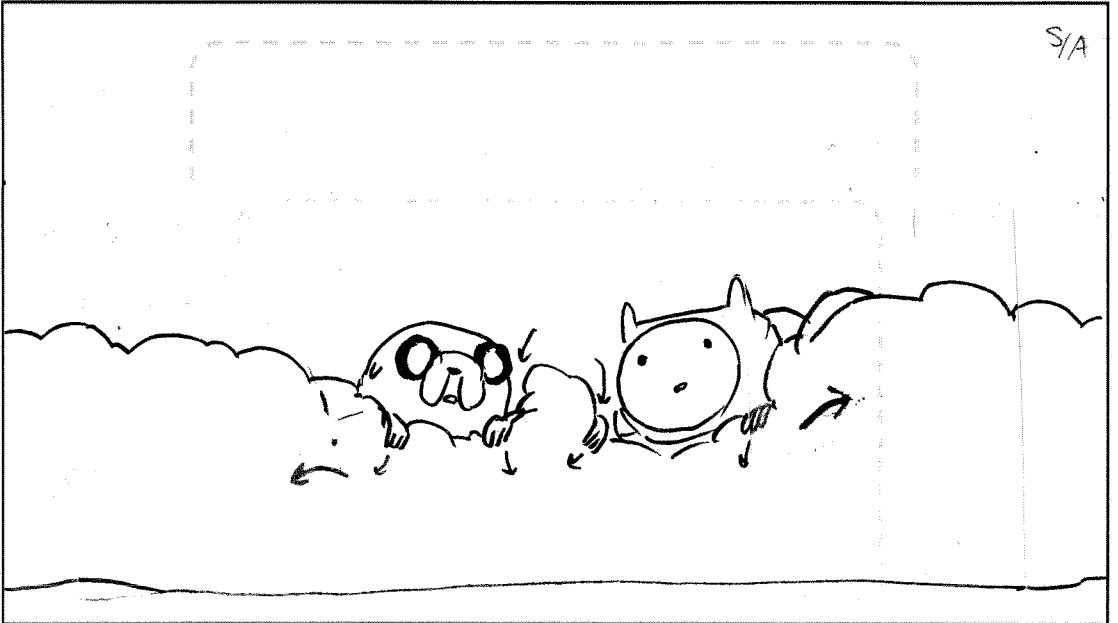
ADVENTURE TIME



Sc. 22 Pnl. D Bg. day night



Sc. 22 Pnl. E Bg. day night

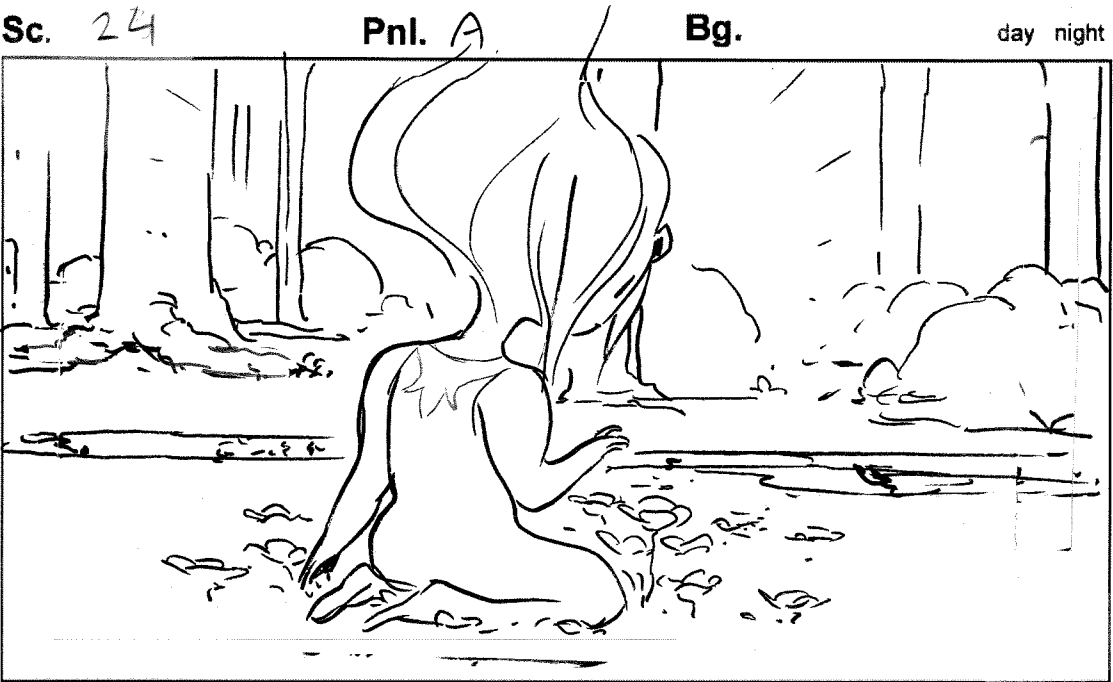
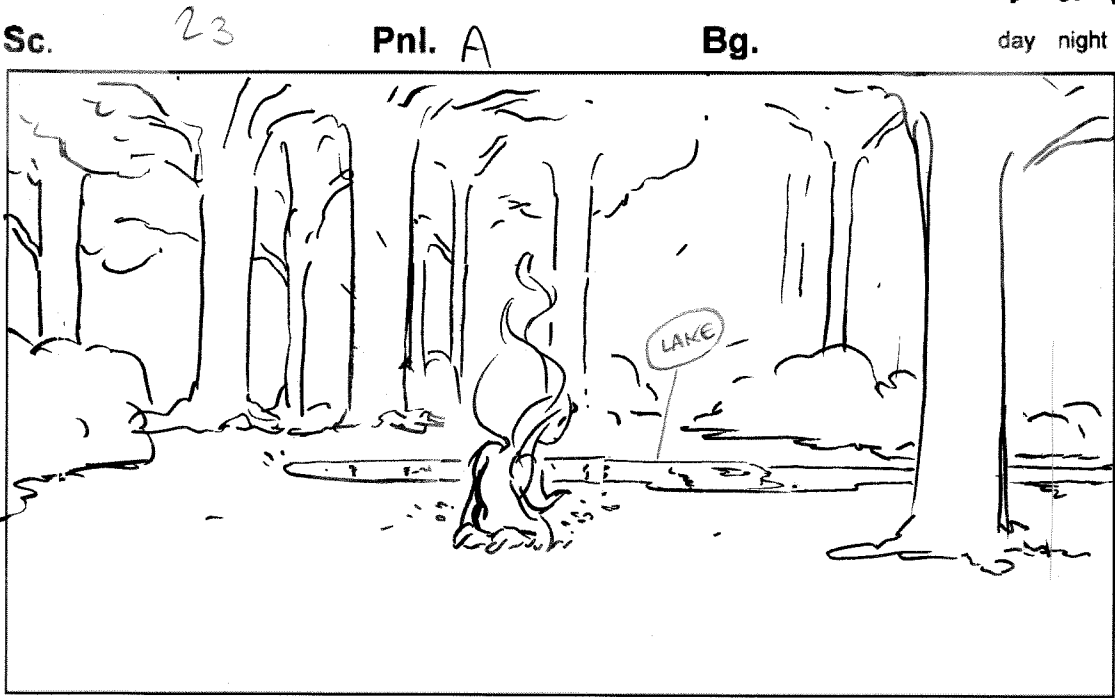


Dialog:
Action: - F+J POP UP FROM BEHIND BUSHES. - F+J BUSHES BUSHES ASIDE
Timing:

EPISODE # 100882
Production :

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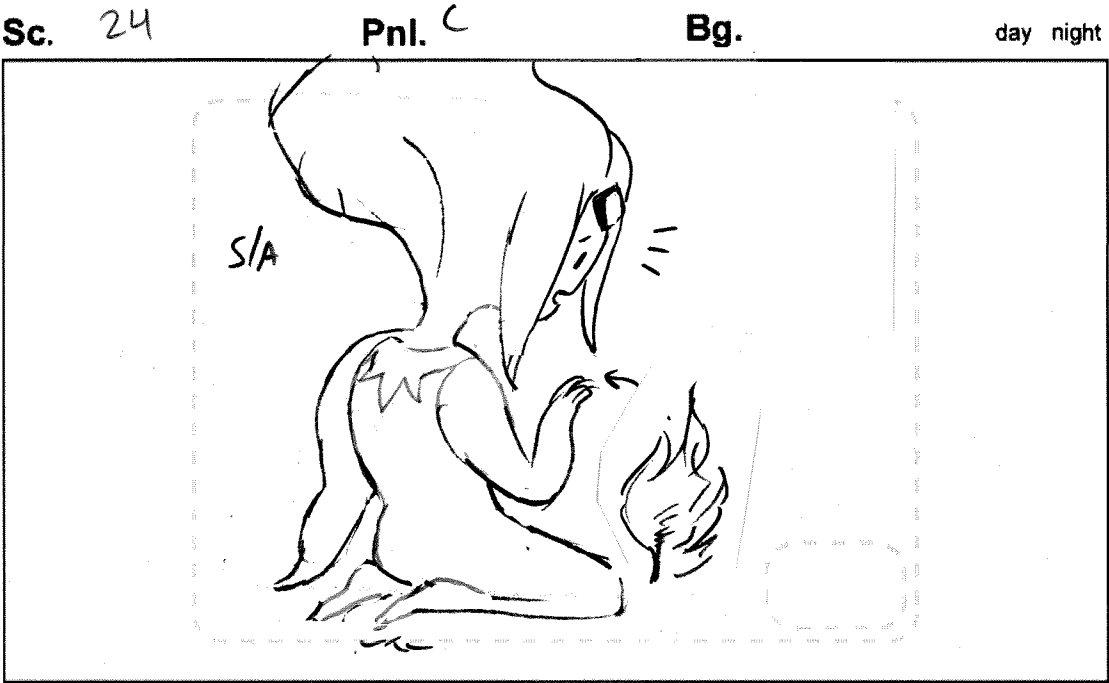
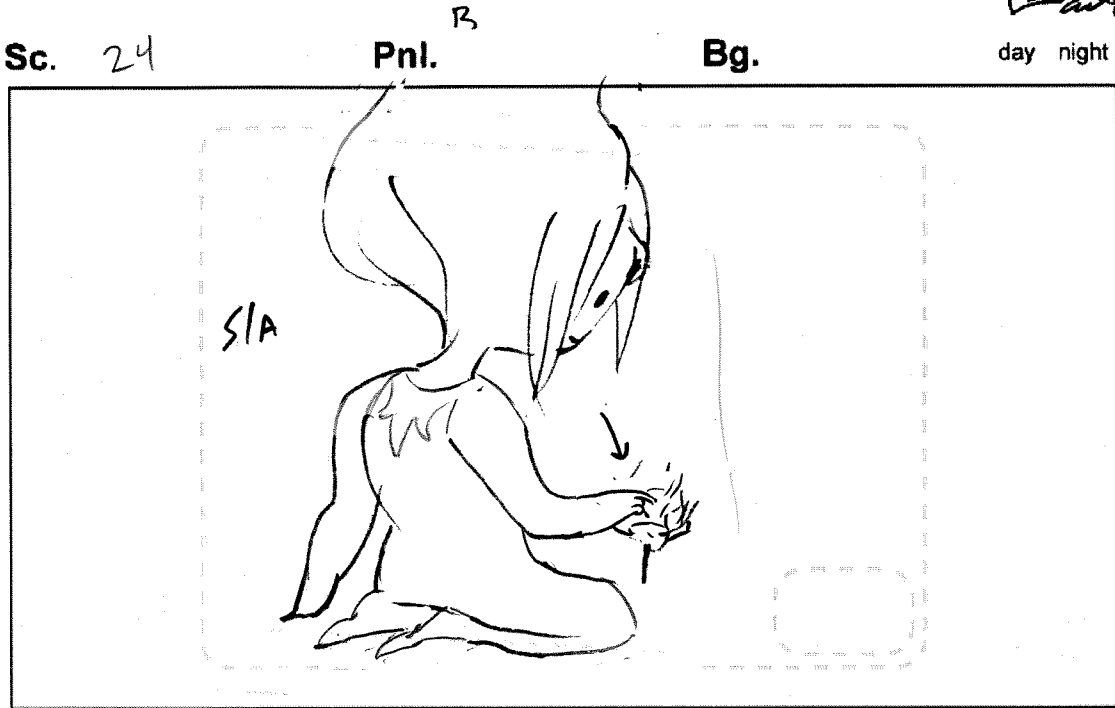
ADVENTURE TIME



Dialog:
Action: FP IS KNEELING IN A PATCH OF FLOWERS IN A CLEARING. FP STARES AT FLOWER
Timing:

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ADVENTURE TIME



Dialog:		(F.P.) OH!
Action:	- FP TOUCHES A FLOWER	- THE FLOWER CATCHES FIRE - FP. FLINCHES IN SURPRISE.
Timing:		

Production : EPISODE # 100882

ADVENTURE TIME

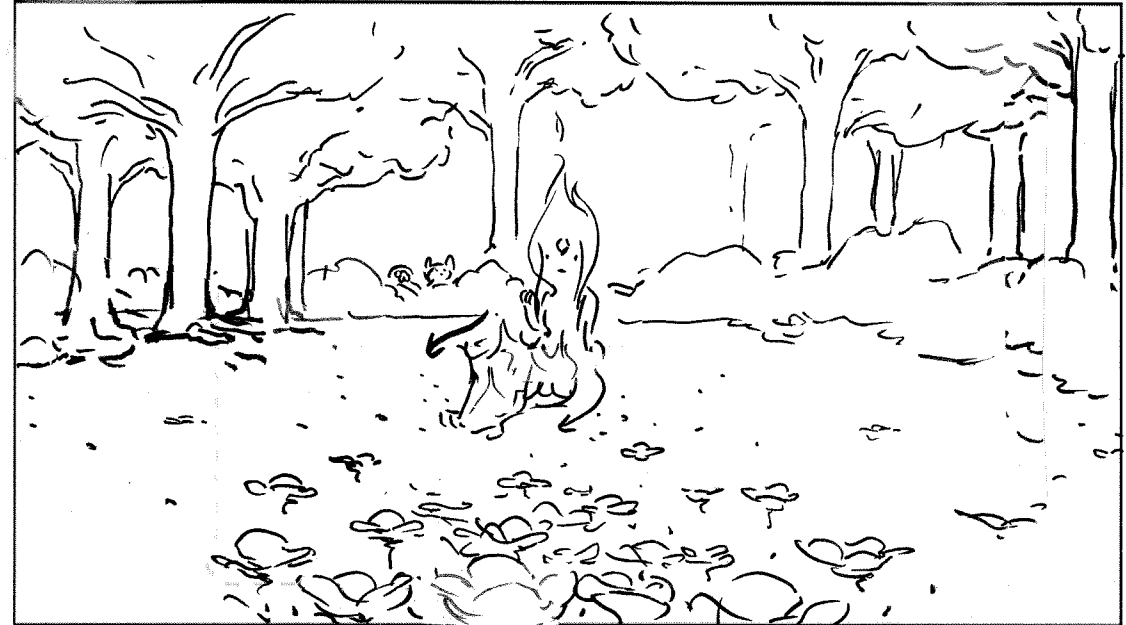


Page 27

Sc. 24 Pnl. D Bg. day night



Sc. 25 Pnl. A Bg. day night



Dialog:

Action:

- FIRE SPREADS TO OTHER FLOWERS
- F.P. TURNS TO WATCH FIRE TRAIL.

- FIRE SPREADS (F + J WATCH)

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME

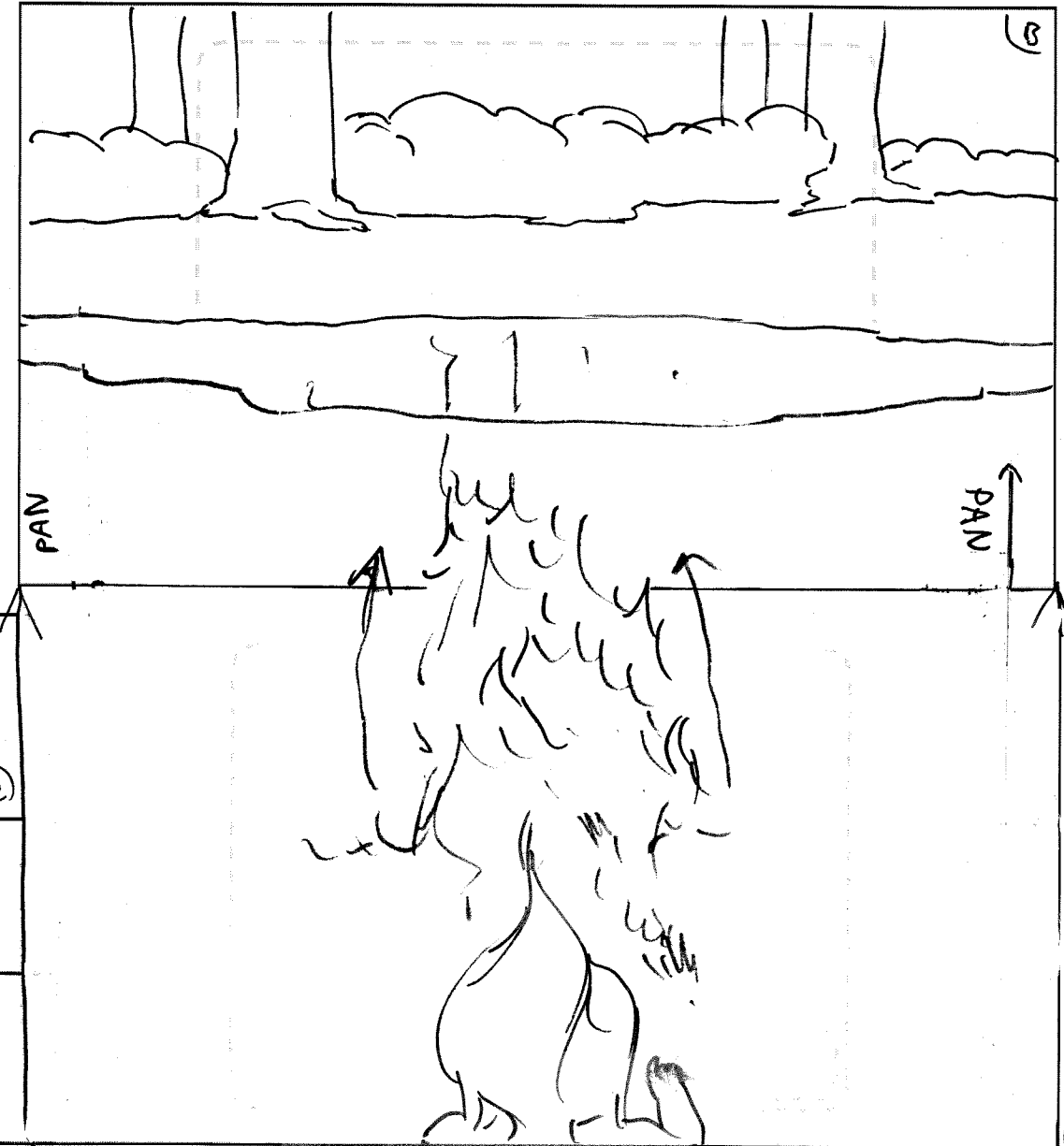


Sc. 25 Pnl. B Bg. day night



Dialog:	
Action:	<div>- FIRE SPREADS TOWARDS CAMERA</div> <div>- FIRE SPREADS TOWARDS LAKE.</div> <div>- PAN W/ ACTION</div>
Timing:	

Sc. 26 Pnl. A Bg. day night

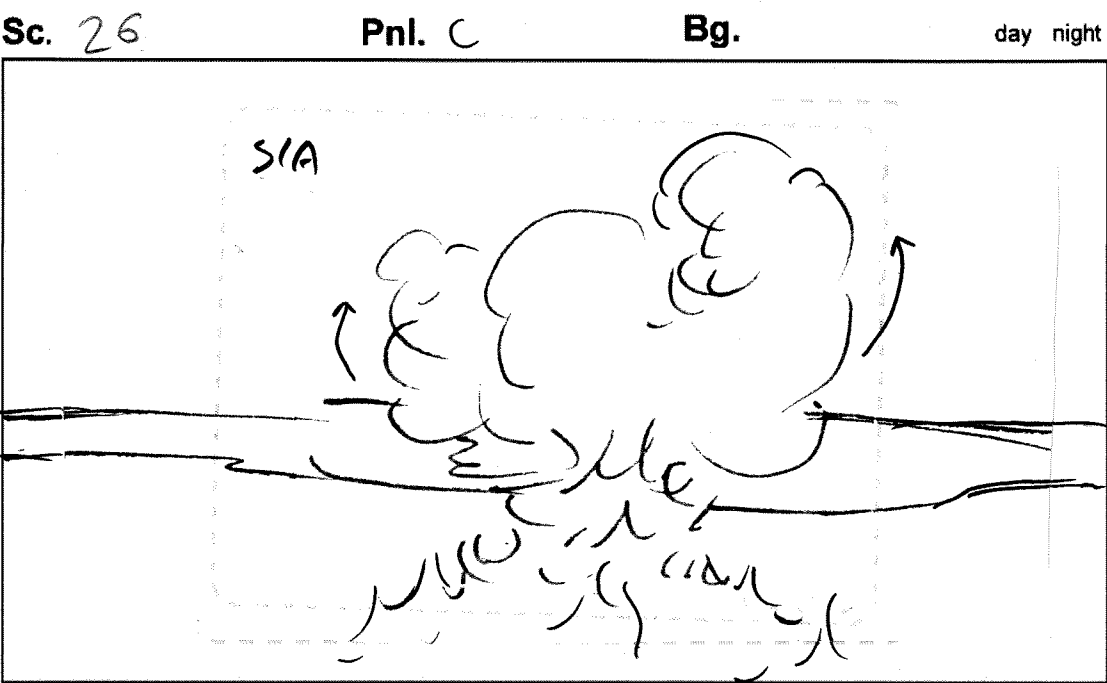
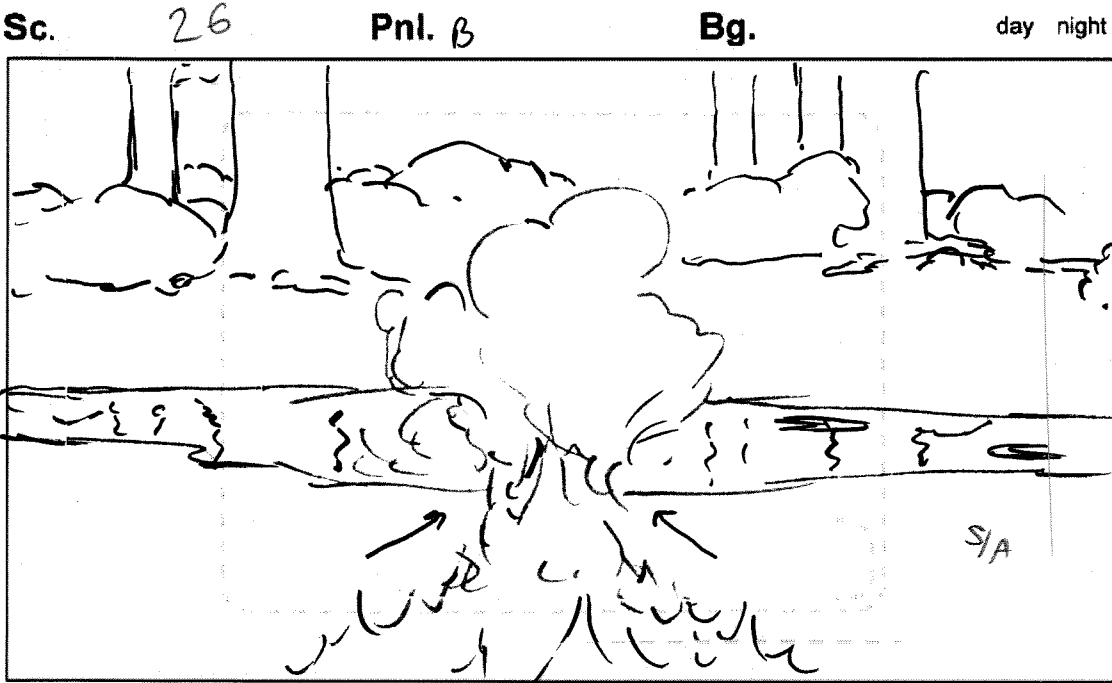


EPISODE # 100882

Production : START

STOP

ADVENTURE TIME



Dialog:

Action:

- FIRE SHOOTS TOWARDS LAKE -
WHEN IT HITS - STEAM EXPLODES
FROM THE WATER

Timing:

SFX: * FSHHHH *

- STEAM BILLOWS UP

EPISODE # 100882

Production :

ADVENTURE TIME



Page 30

Sc. 27

Pnl. A

Bg.

day night

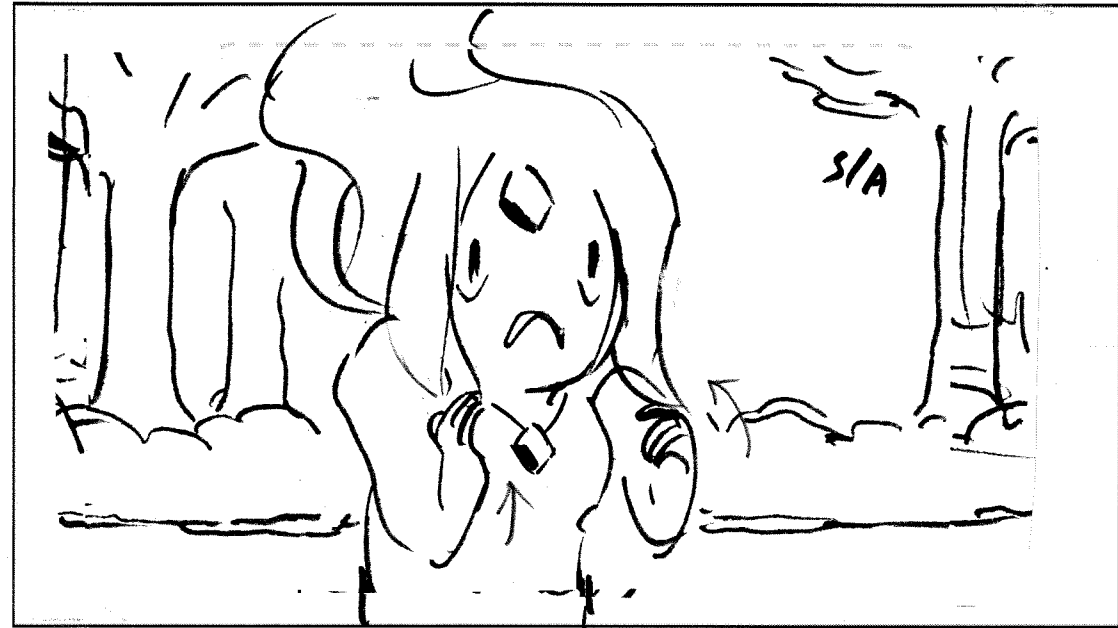


Sc. 27

Pnl. B

Bg.

day night



Dialog:

(F.P.) [SHOCKED SOUND]

Action:

— FP REARS BACK IN SHOCK + HORROR!

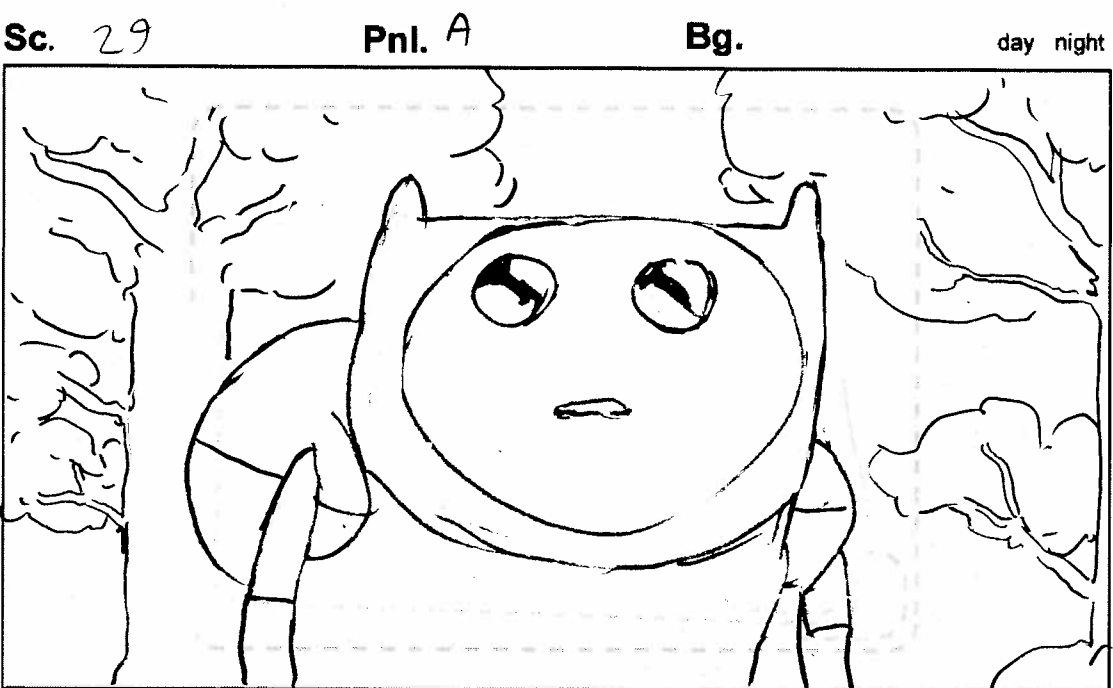
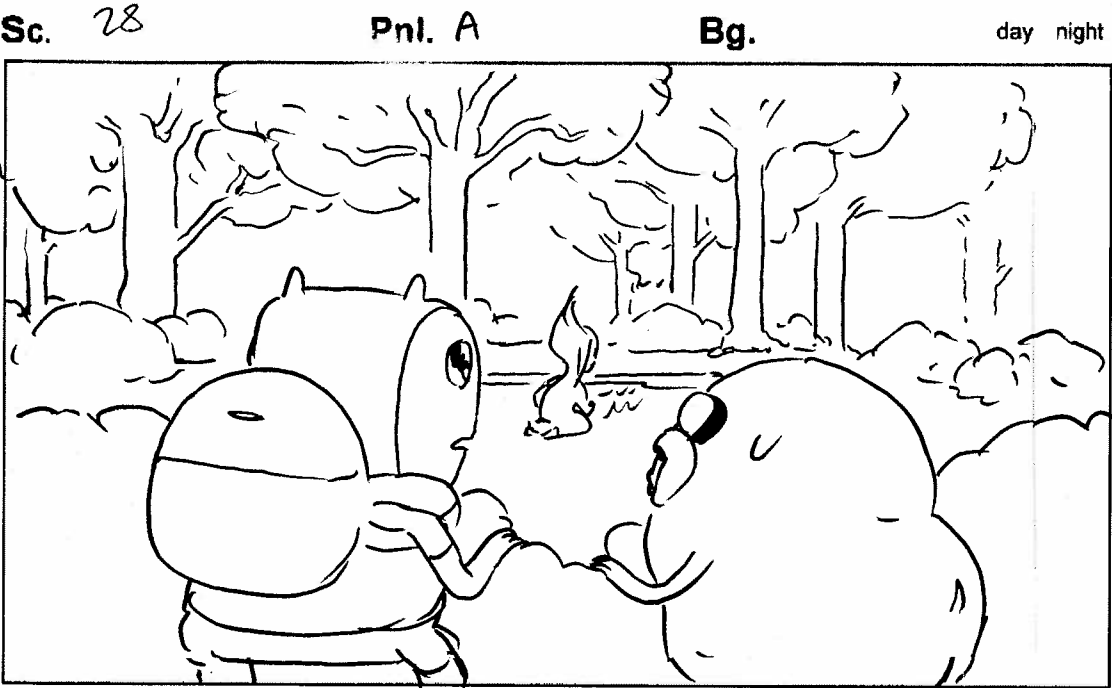
Timing:



EPISODE # 100882

Production :

ADVENTURE TIME



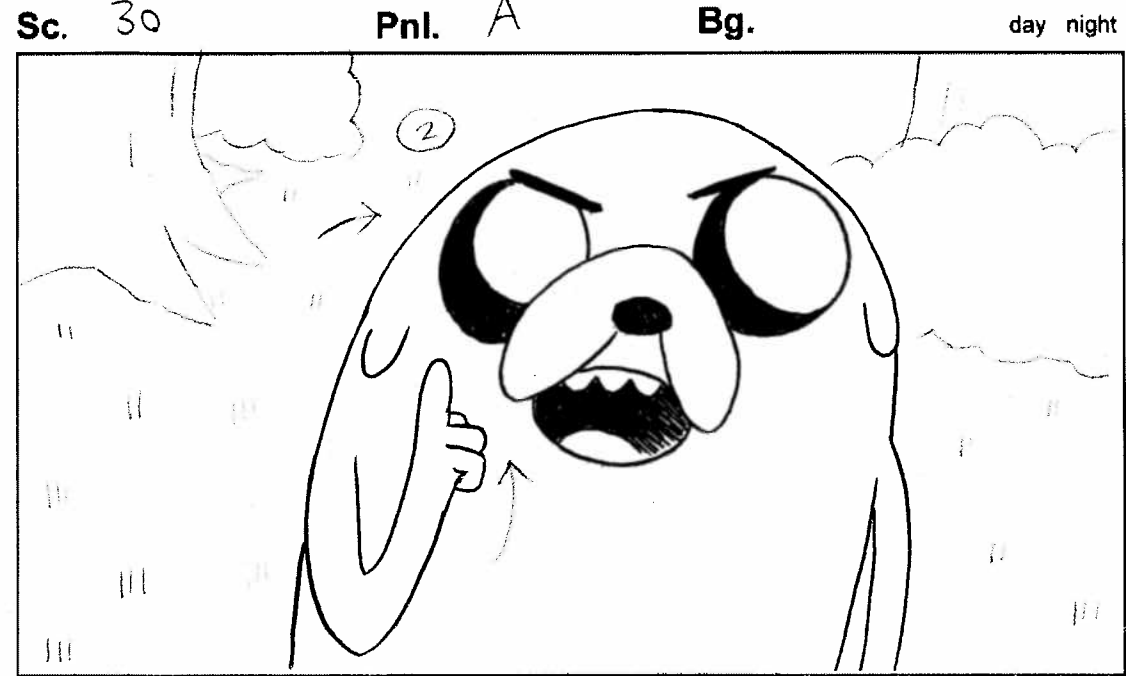
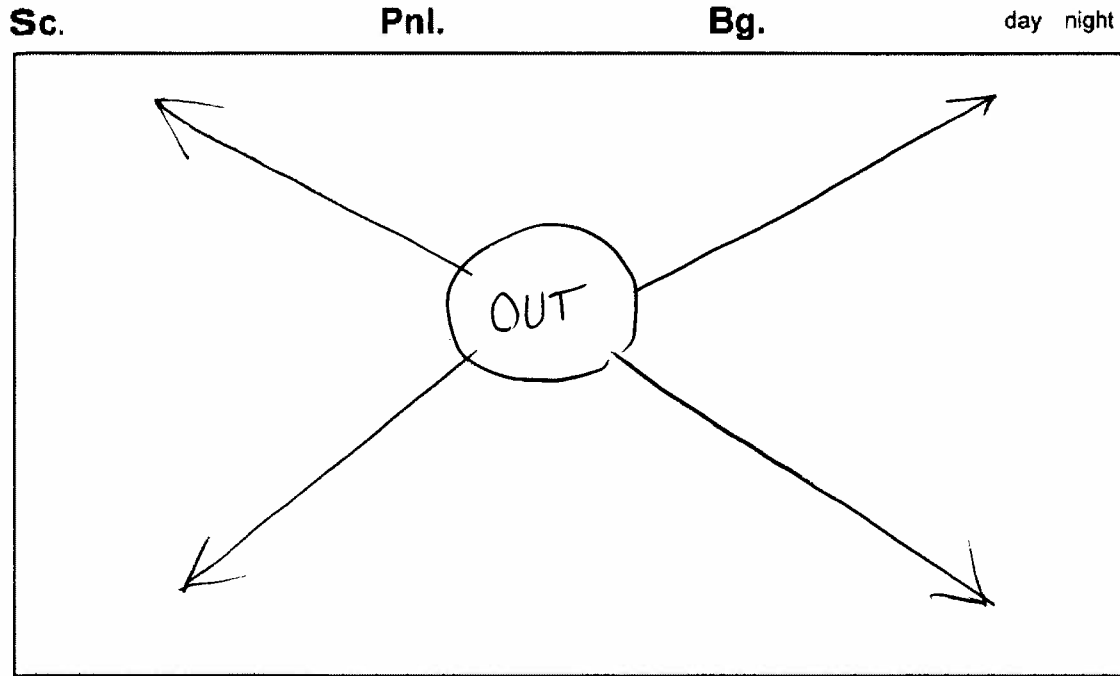
Dialog:	F) OH TAKE... LOOK AT HER...	F:) SHE'S INNOCENT... LIKE THE STEAM OFF A PUPPY'S NOSE SEARCHING FOR HAM IN THE SNOW.
Action:	-	
Timing:		

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ADVENTURE TIME



Page 31 A

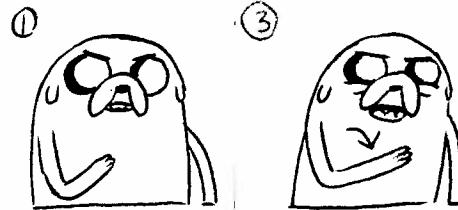


Dialog:

① A GUY DROPS ② ONE PIECE OF HAM IN THE SNOW AND HE ③ NEVER HEARS THE END OF IT.

Action:

Timing:



EPISODE # 100882

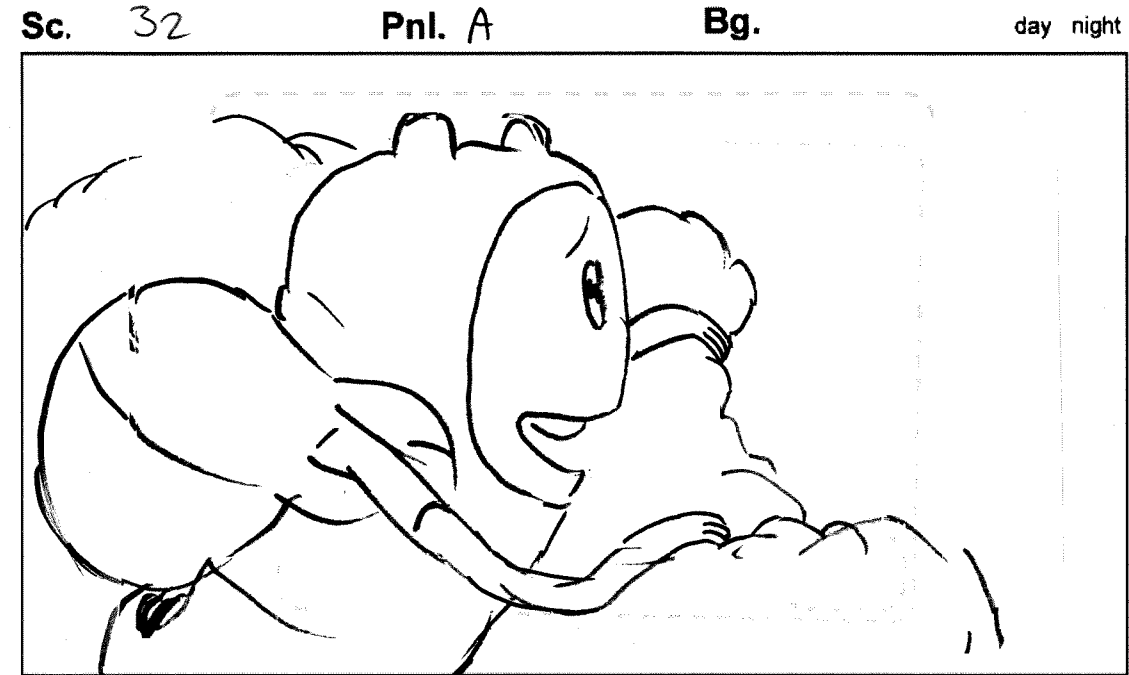
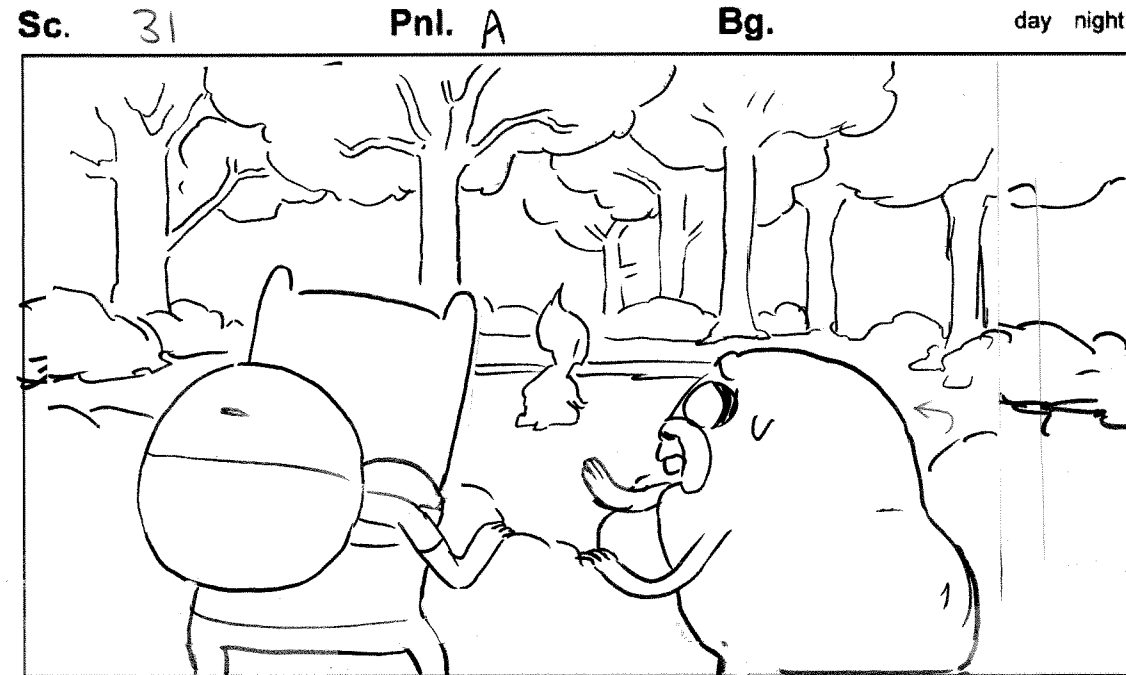
Production :

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ADVENTURE TIME



Page 32



Dialog:
J) SNAP OUT OF IT!
SHE'S BURNING CUTE LITTLE FLOWERS!

F) YEAH SHE IS LIKE AN
CUTE LITTLE FLOWER...

Action: -JAKE TURNS TO FINN.

Timing:

EPISODE # 100882

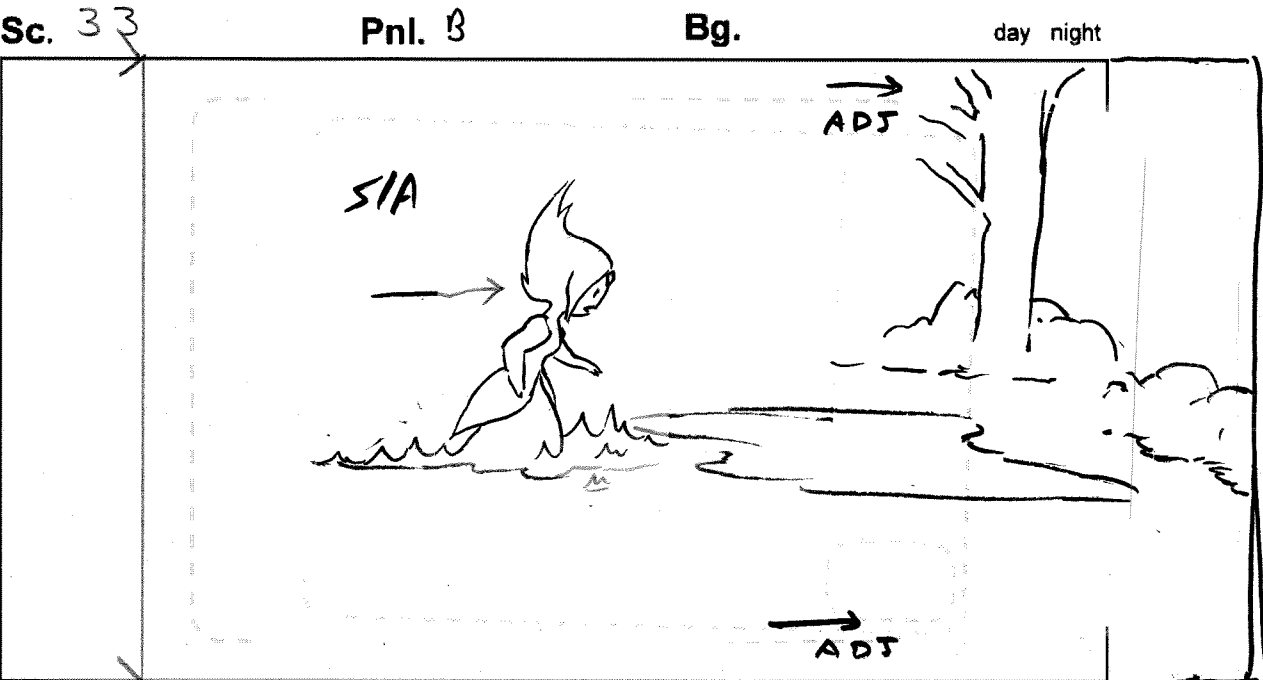
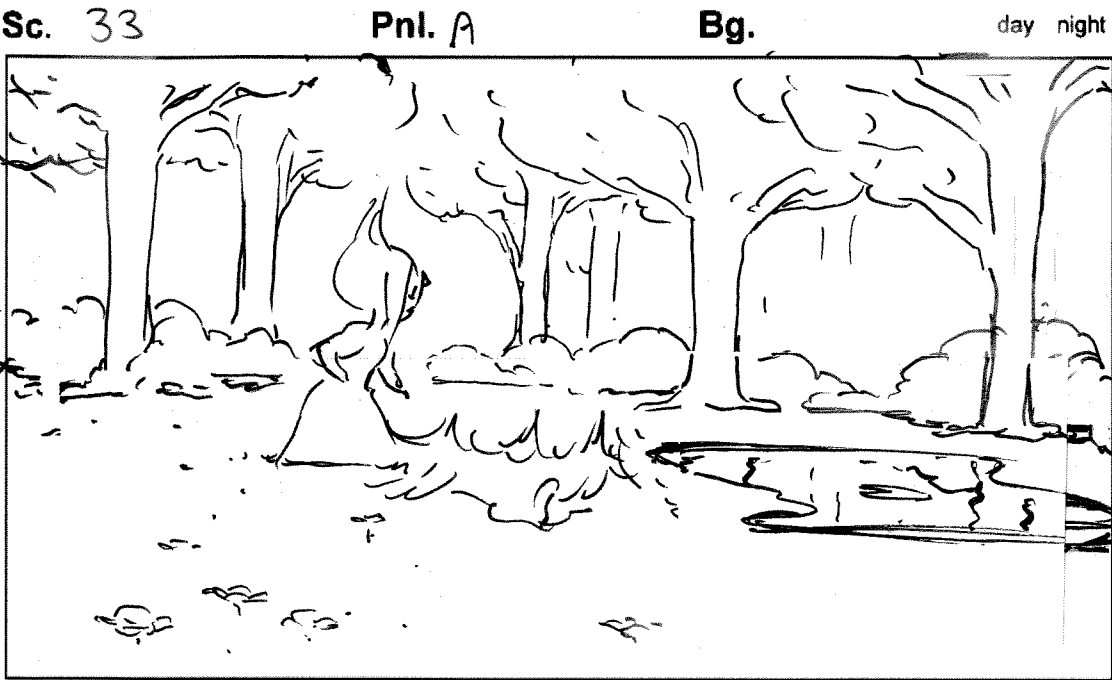
Production :

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ADVENTURE TIME



Page 33



Dialog:	<div>START</div> <div>STOP</div>
Action:	
Timing:	

FP CAUTIOUSLY APPROACHES THE LAKE

Production :

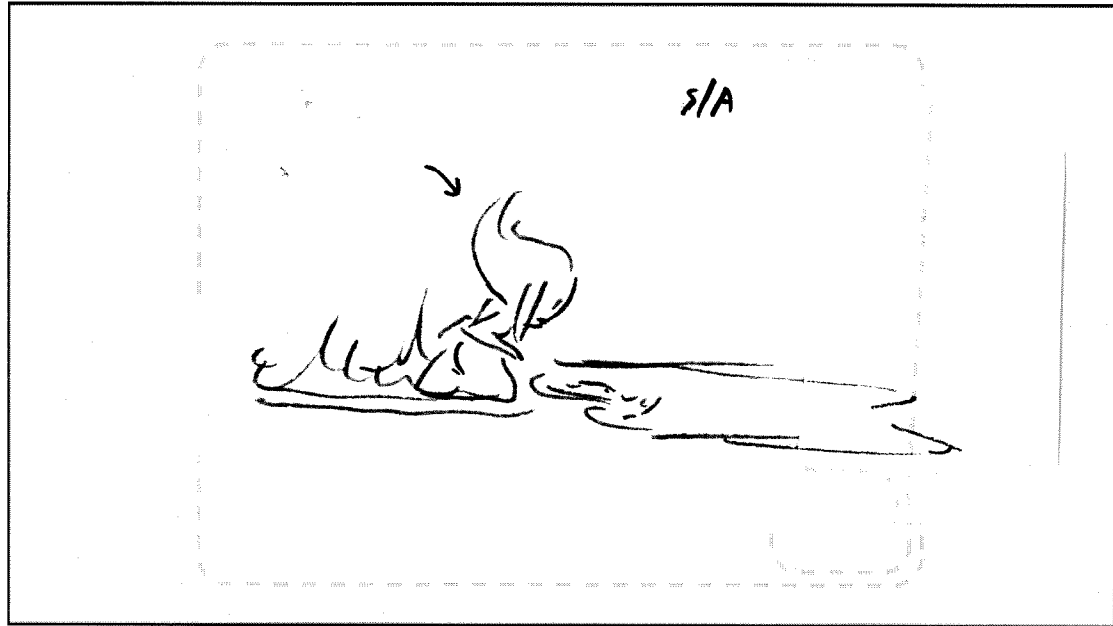
100882

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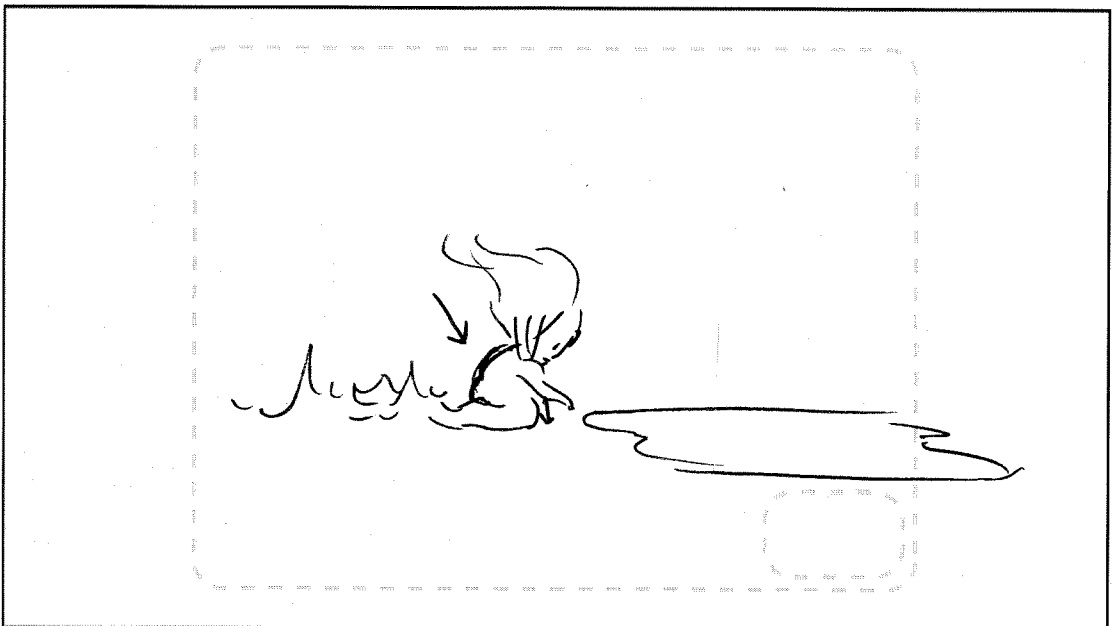
ADVENTURE TIME



Sc. 33 Pnl. C Bg. day night



Sc. 33 Pnl. D Bg. day night



Dialog:

Action:

- FP KNEELS AT THE WATER

Timing:

EPISODE # 100882

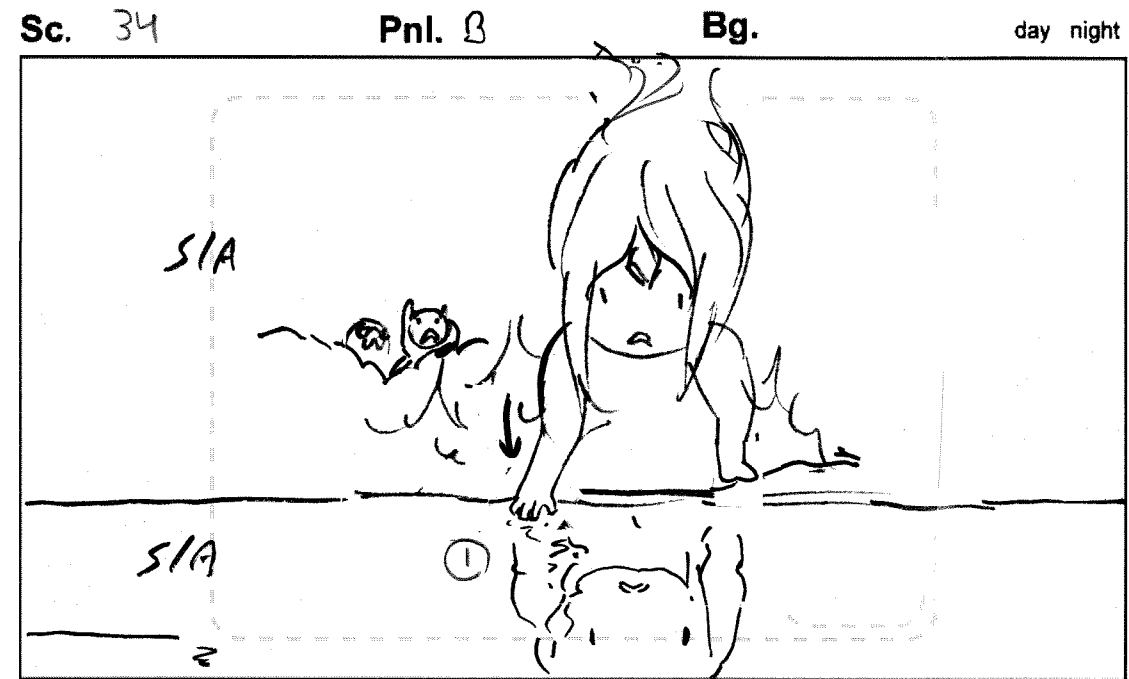
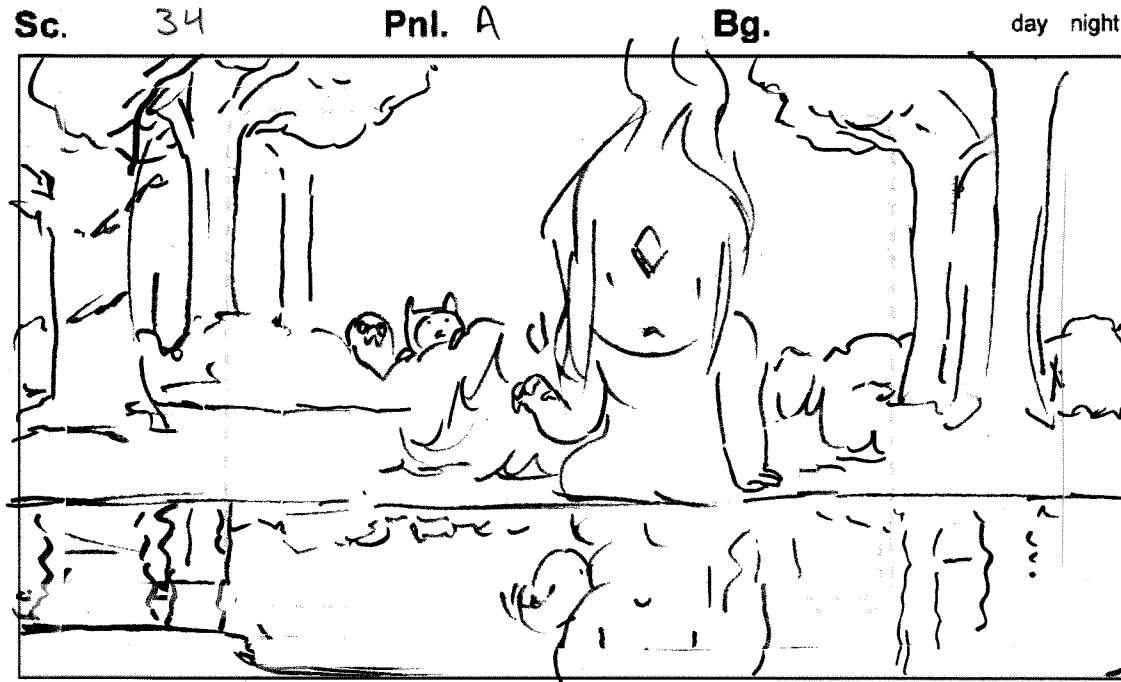
Production :

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ADVENTURE TIME



Page 35



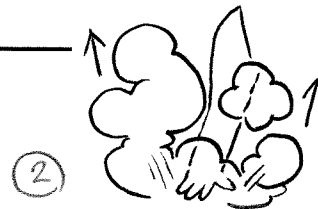
Dialog:

Action:

- FP EXAMINES HER REFLECTION,

- FP CAREFULLY TOUCHES THE LAKE WITH HER HAND.
- BIG PUFF OF STEAM RISES ON CONTACT.

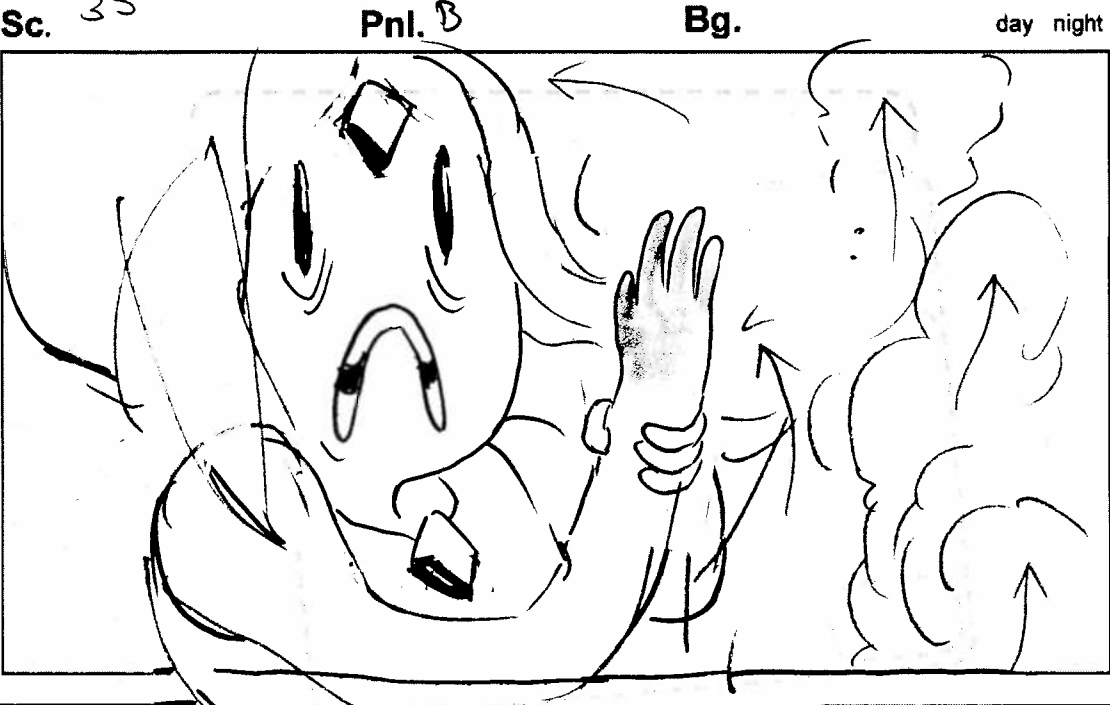
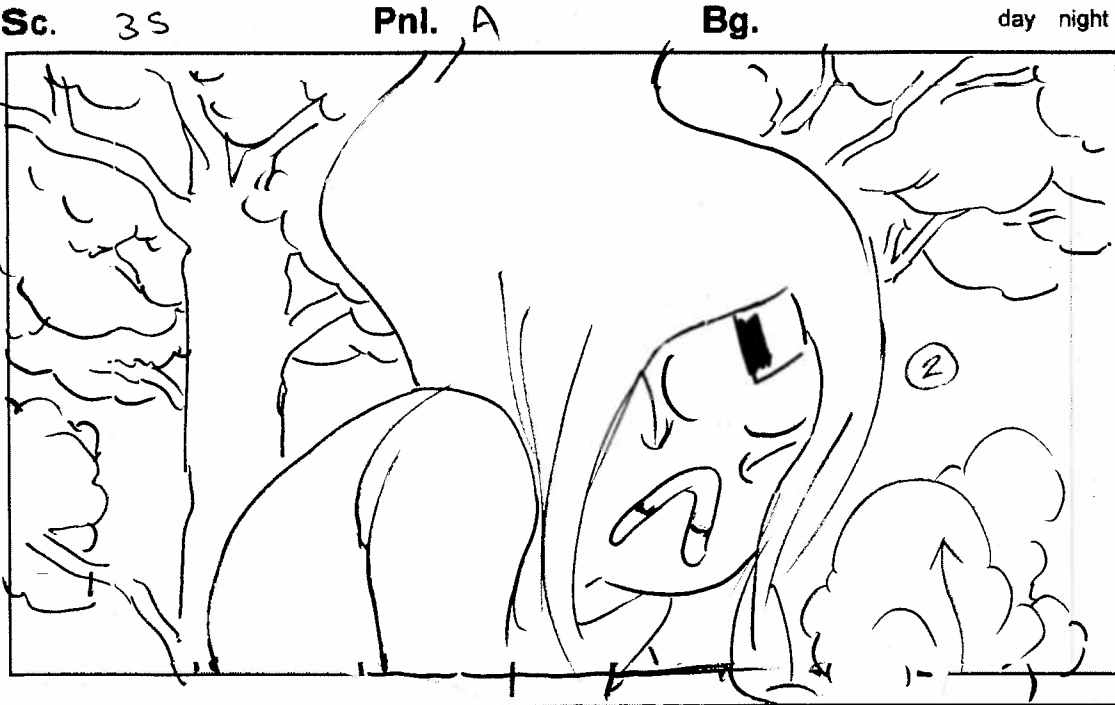
Timing:



EPISODE # 100882

Production :

ADVENTURE TIME



Dialog:

②
(FP: (sucking in air through teeth))

Action:

FP FLINCHES. STEAM COMING UP FROM HAND IN WATER — FP'S HAND IS ANTI-BURNED, NOT GLOWING/FIRE LIKE REST OF BODY. SHE STARES AT HURT HAND IN SHOCK!

Timing:

①

ADVENTURE TIME



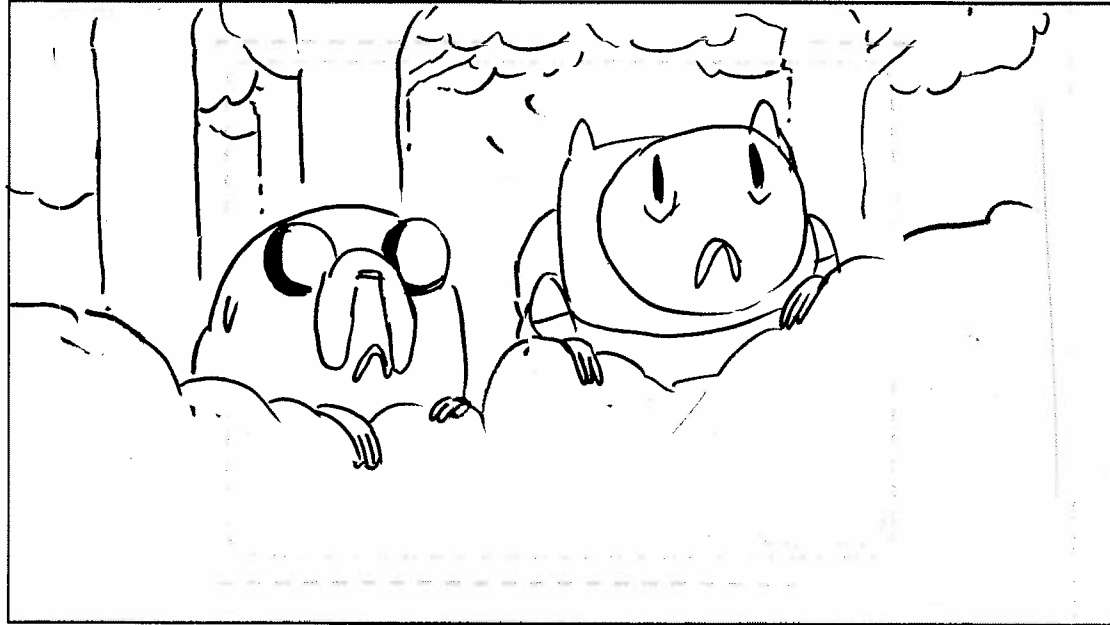
S.P.

Page 37

Sc. 36

Pl. A

Bg.

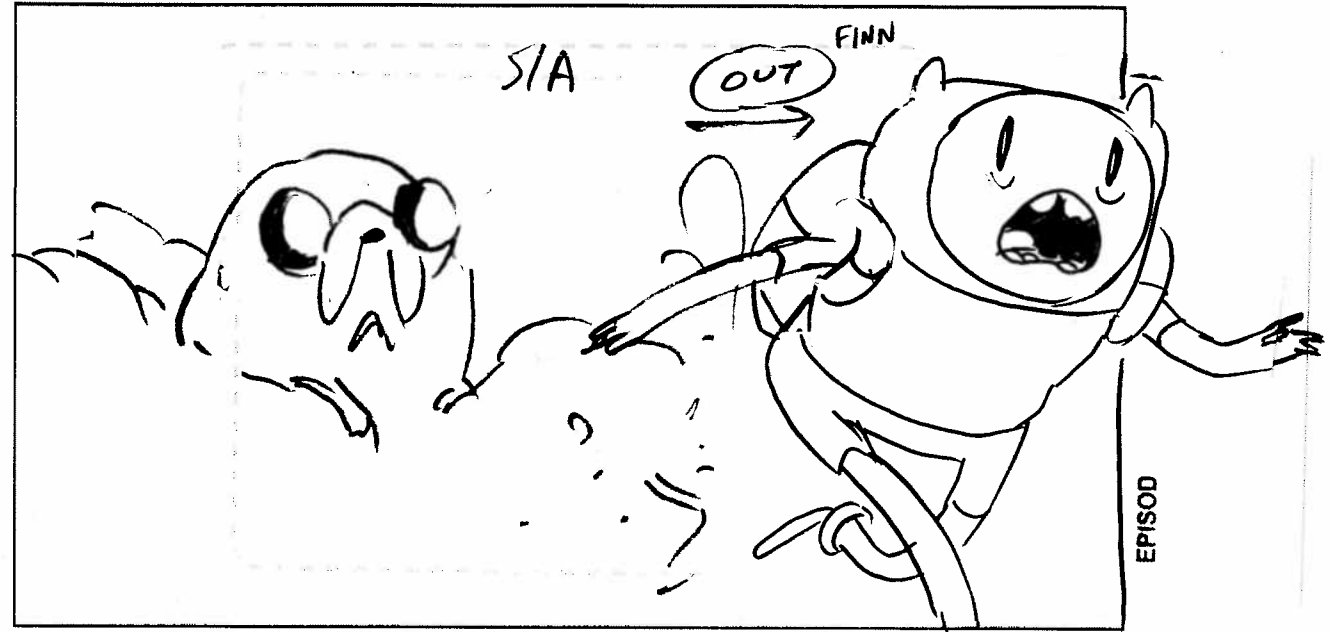


Sc. 36

Pl. B

Bg.

day night



Dialog:

FP(OS) AAAHH!!!

F OH NO!

Action:

- F RUNS OUT FROM BEHIND THE BUSHES AND RUNS OFF/S.

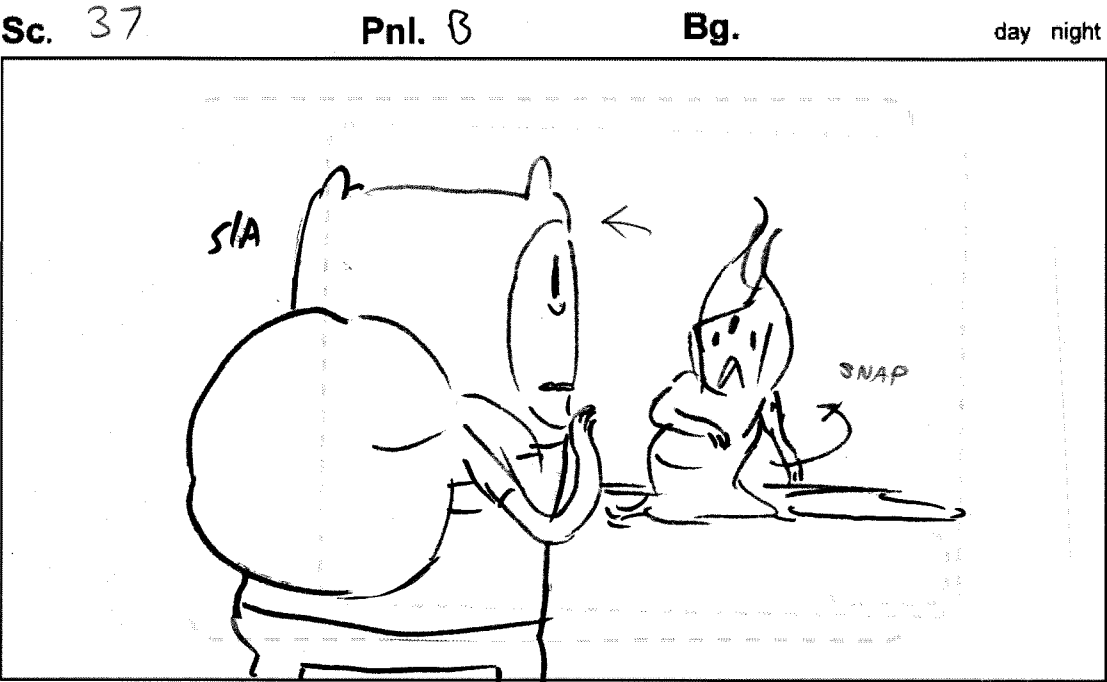
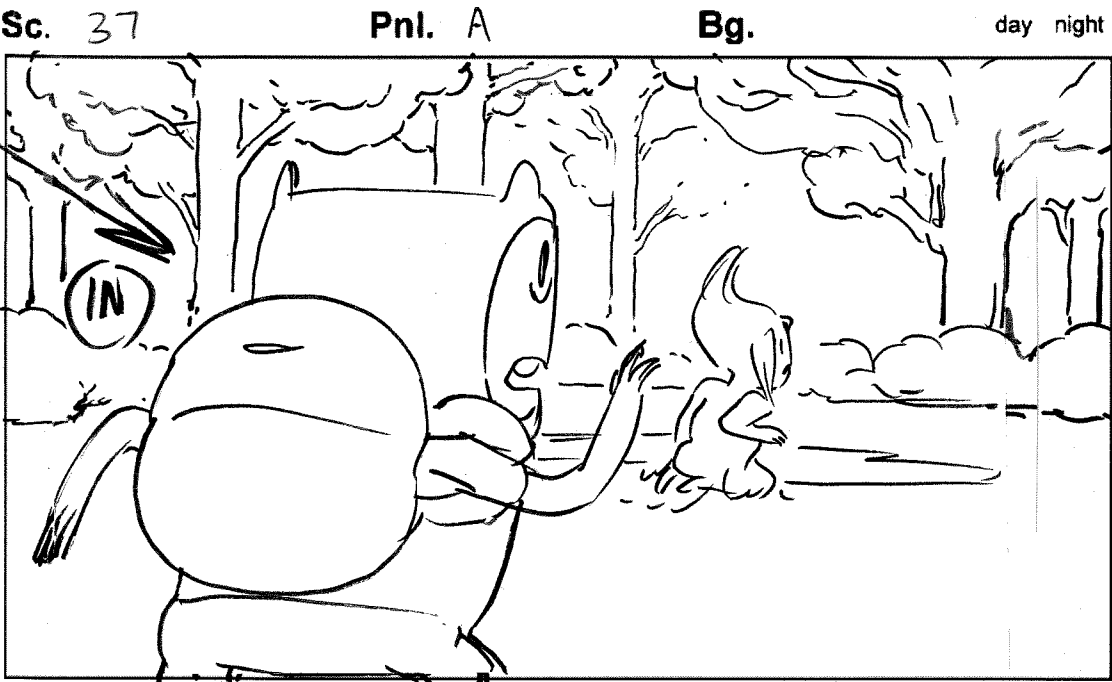
Timing:

Production :

100882

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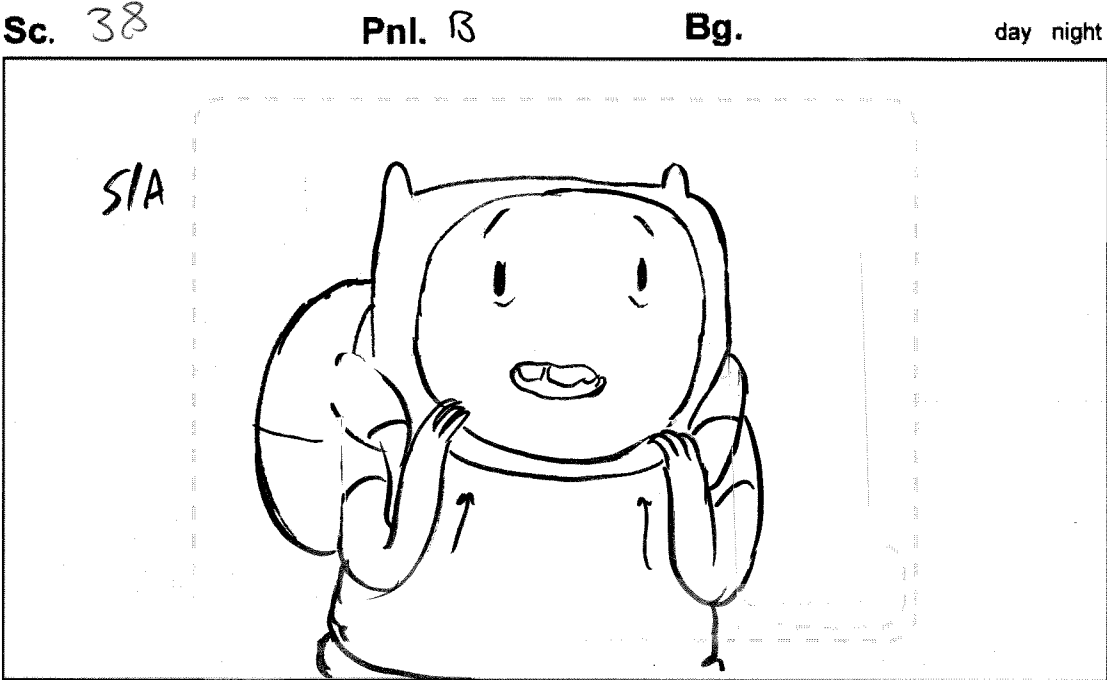
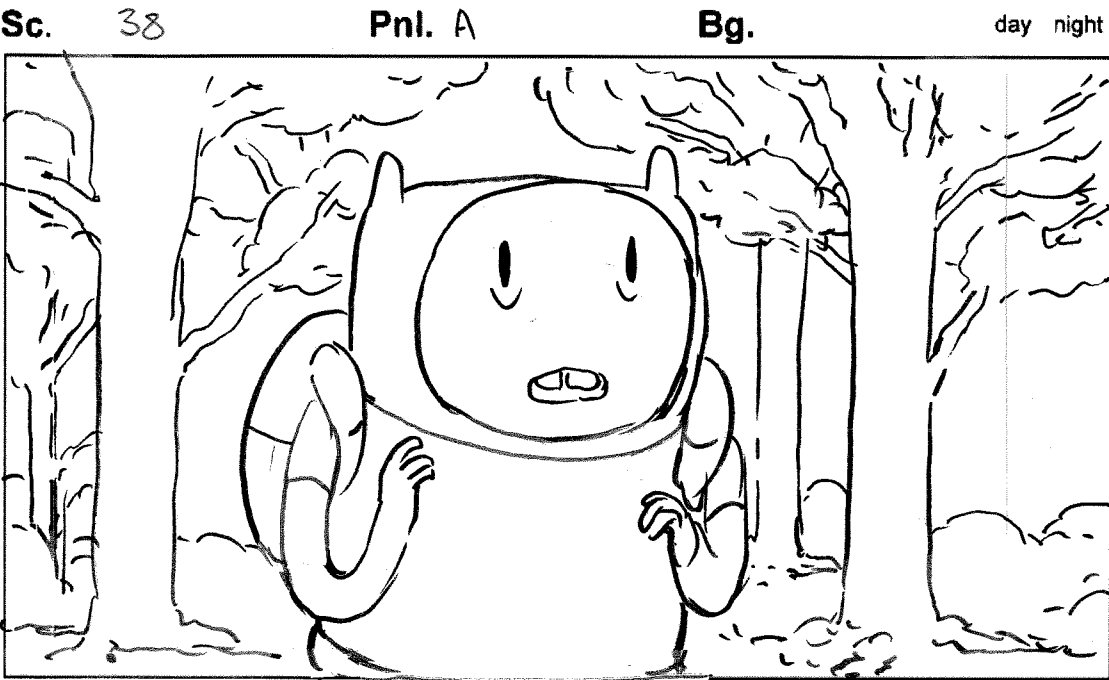
ADVENTURE TIME



Dialog:	F) ARE YOU OK?!?	FP) *GASP!*
Action:	- FP WHIPS AROUND & STANDS UP	
Timing:		

EPISODE #
Production :

ADVENTURE TIME

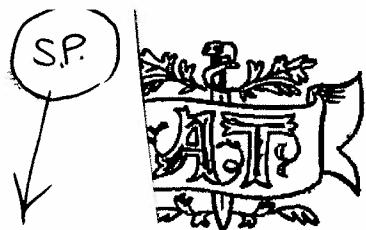


Dialog:	ⓕ I... I	ⓕ I WAS JUST WORRIED ABOUT YOU...
Action:		
Timing:		

EPISODE # 100882
Production :

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ADVENTURE TIME



Sc. 39

Pnl. A

Bg.

jht

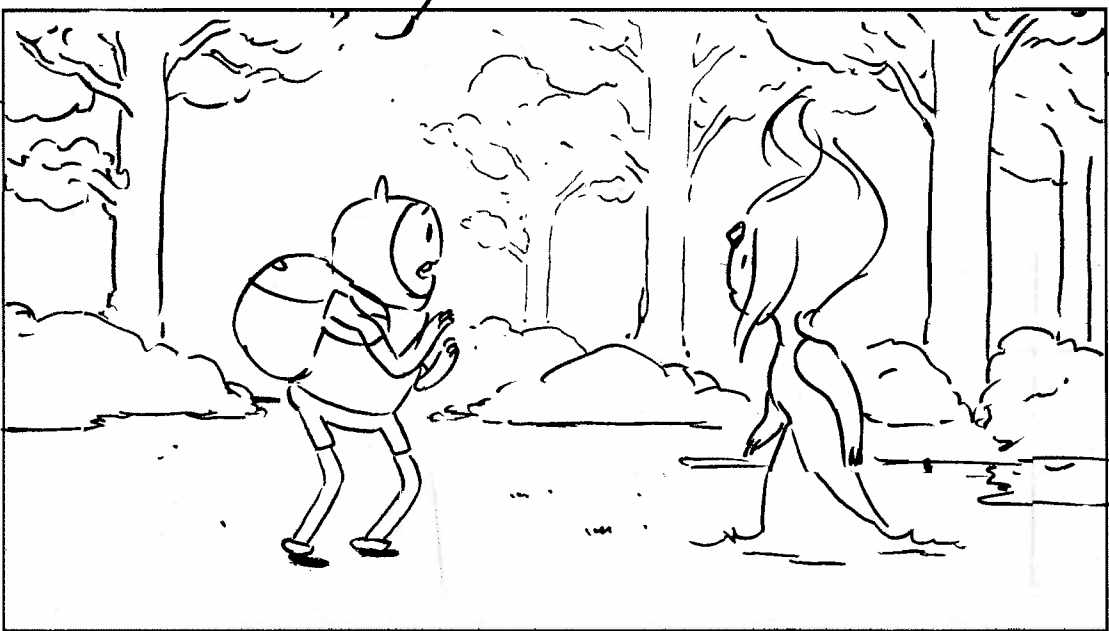


Sc. 40

Pnl. A

Bg.

day night



Dialog:

(FP) [CURIOUS SOUND] HNH.?

F) LOOK... I'M SORRY ABOUT BEFORE...

Action:

- FP SURPRISED

Timing:

EPISODE # 100882
Production :

ADVENTURE TIME

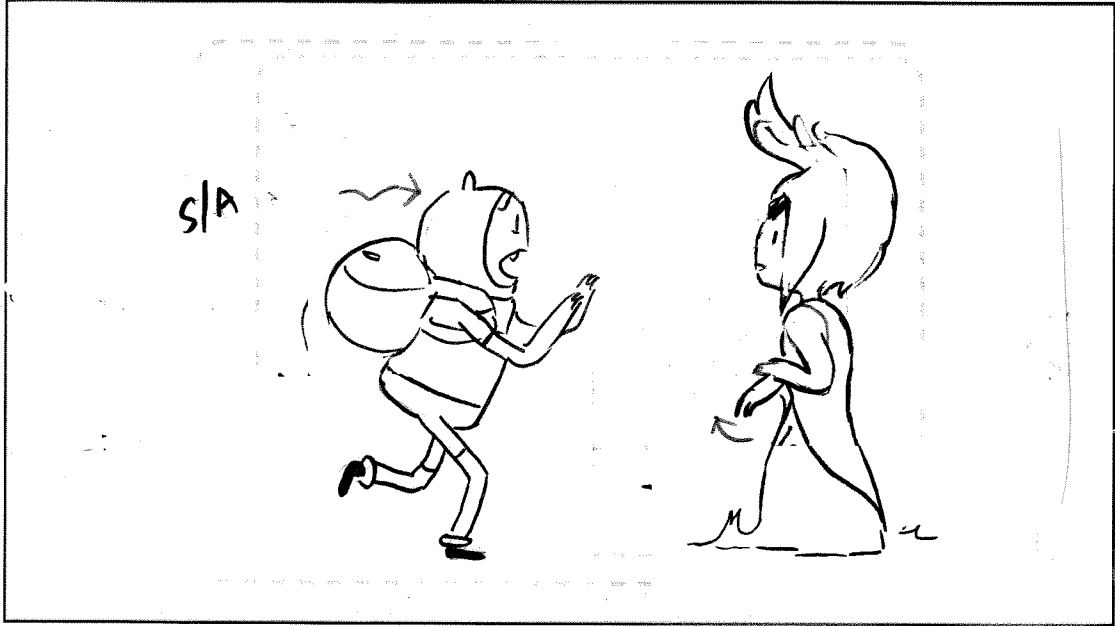


Sc. 40

Pnl. B

Bg.

day night

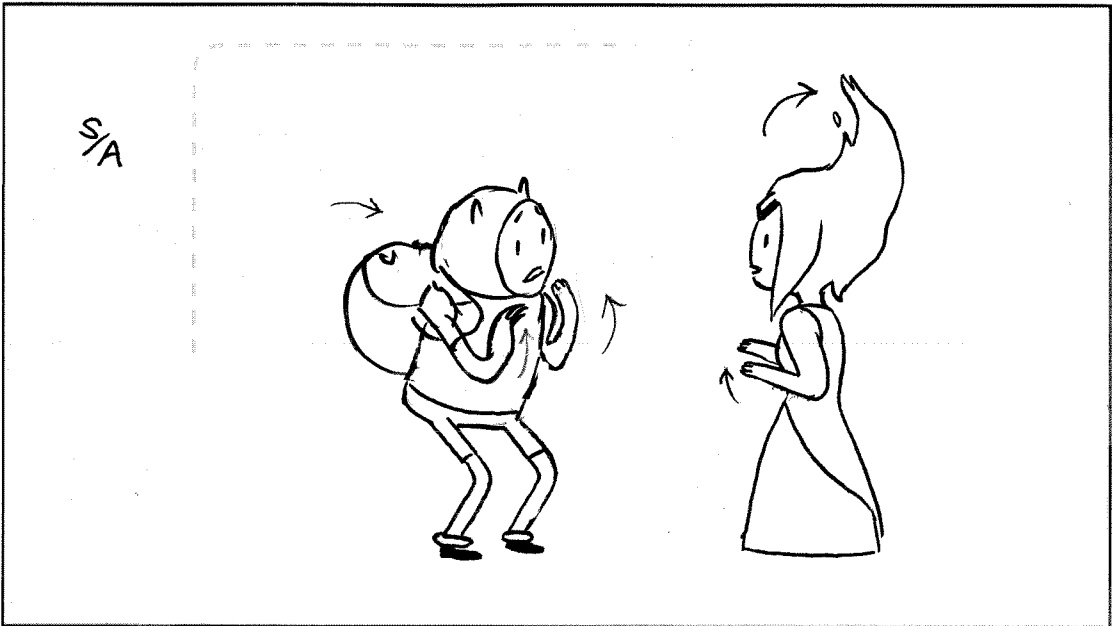


Sc. 40

Pnl. C

Bg.

day night



Dialog:	F) I DON'T KNOW WHAT HAPPENED - BUT I JUST-	F) I HAD TO SEE YOU AGAIN ...
Action:	- F APPROACHES FP	-FINN STOPS IN FRONT OF F.P.
Timing:		

EPISODE # 100882

Production :

ADVENTURE TIME

S.P.



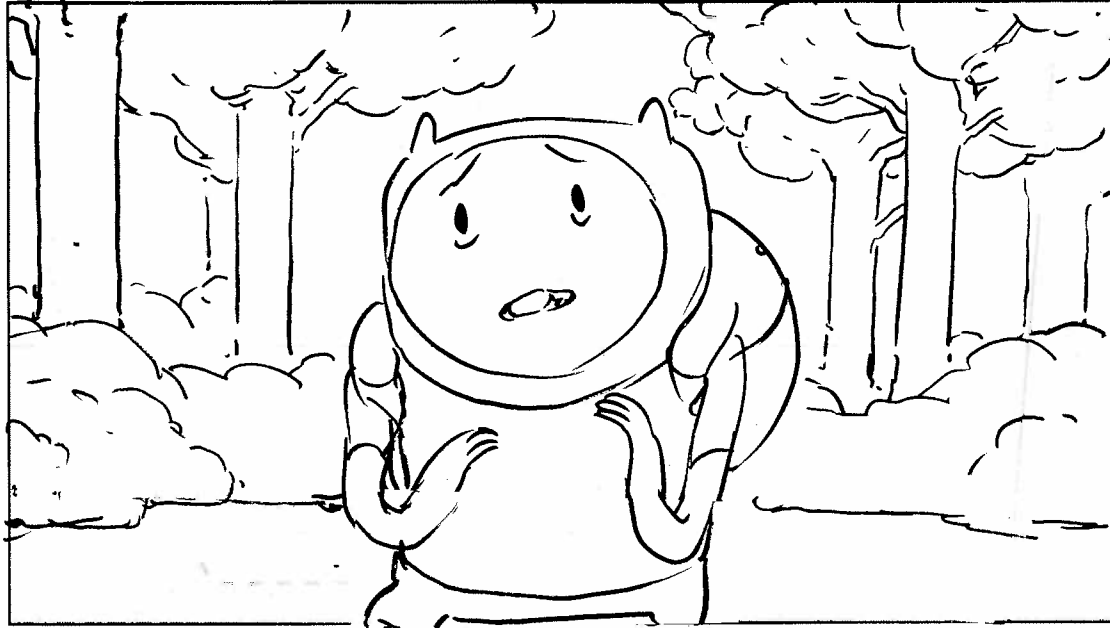
Page 42

Sc. 41

Pnl. A

Bg.

y night

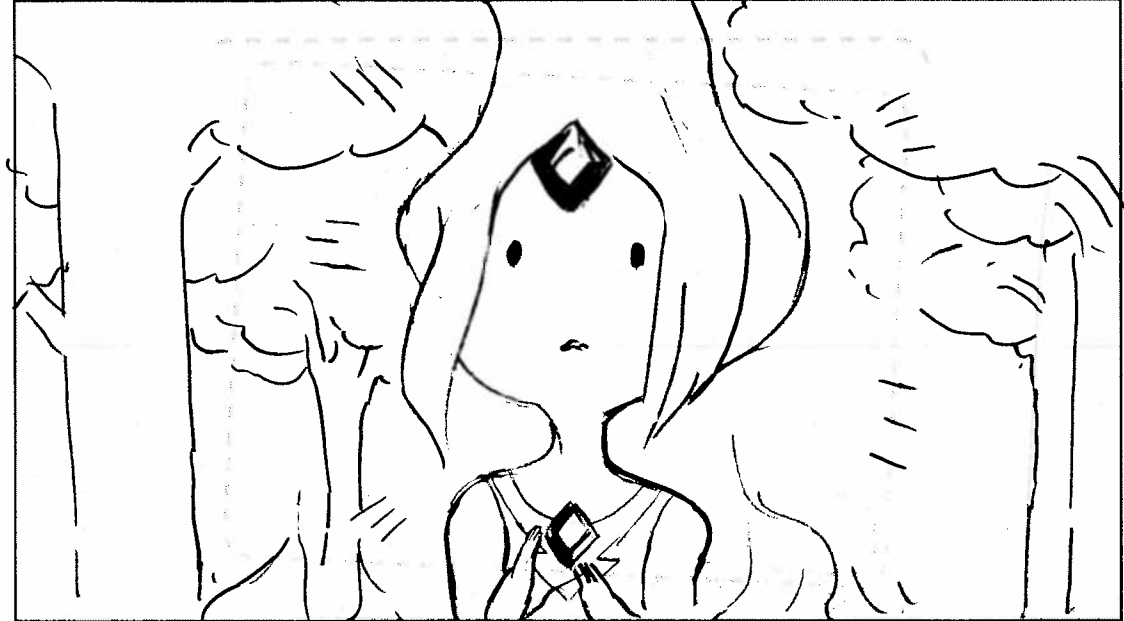


Sc. 42

Pnl. A

Bg.

day night



Dialog:

Ⓕ I KNOW I DON'T ...
KNOW ANYTHING ABOUT YOU ...

Ⓕ(or) BUT I JUST - I REALLY
LIKE YOU!

Action:

- FP STARTS GLOWING BRIGHTER

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



Sc. 43

Pnl. A

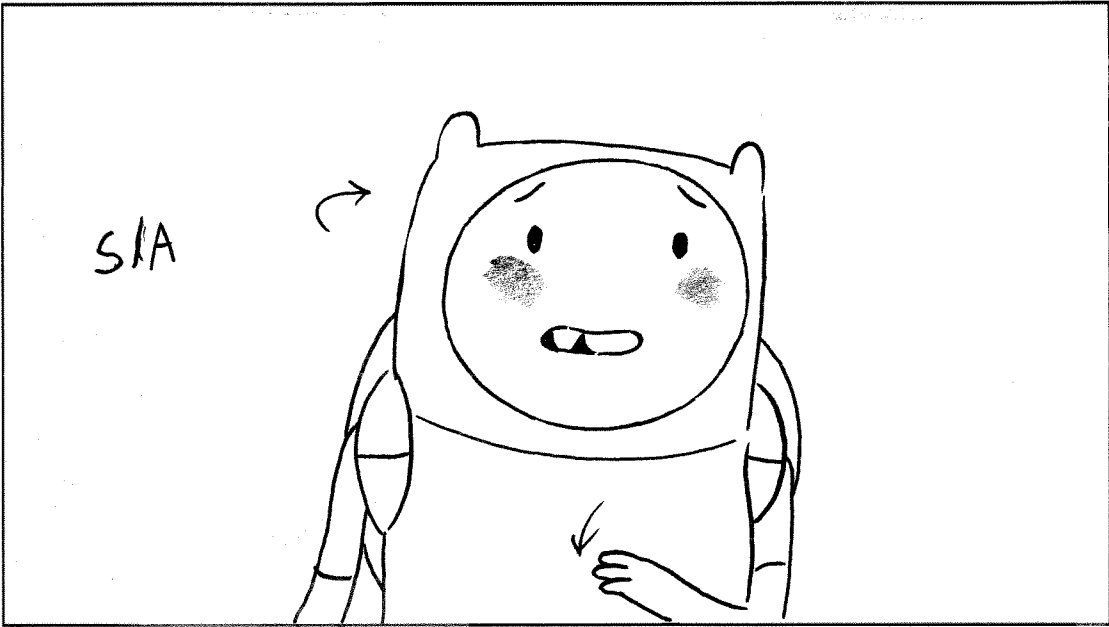
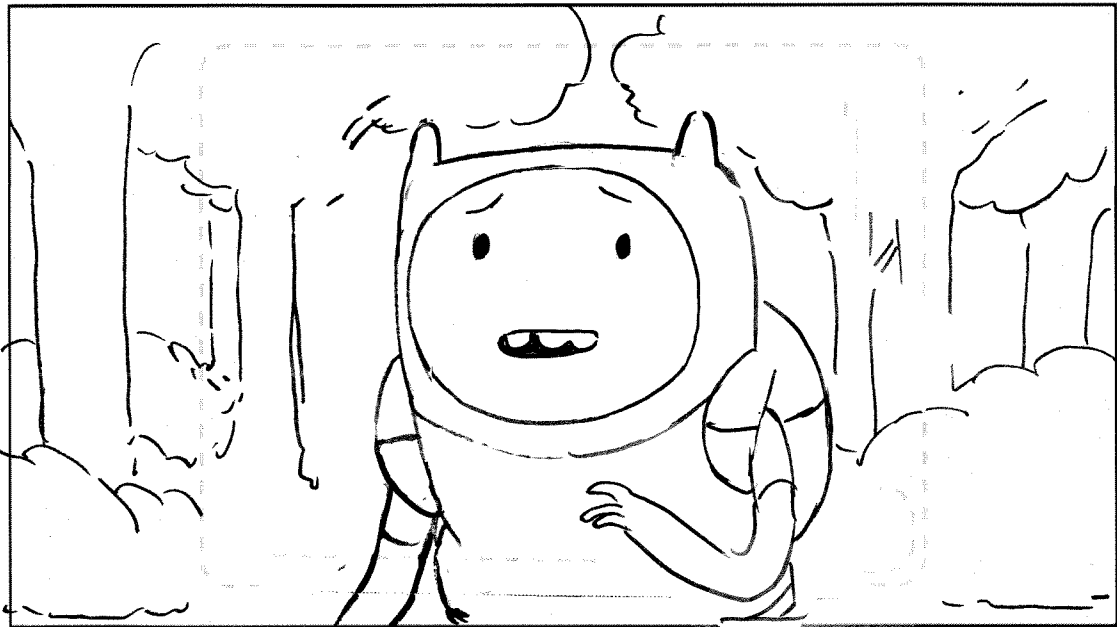
Bg.

day night

Pnl. B

Bg.

day night



Dialog:	F) YOU'RE SO...	F) BEAUTIFUL!
Action:	-FINN BLUSHES SLIGHTLY.	
Timing:		

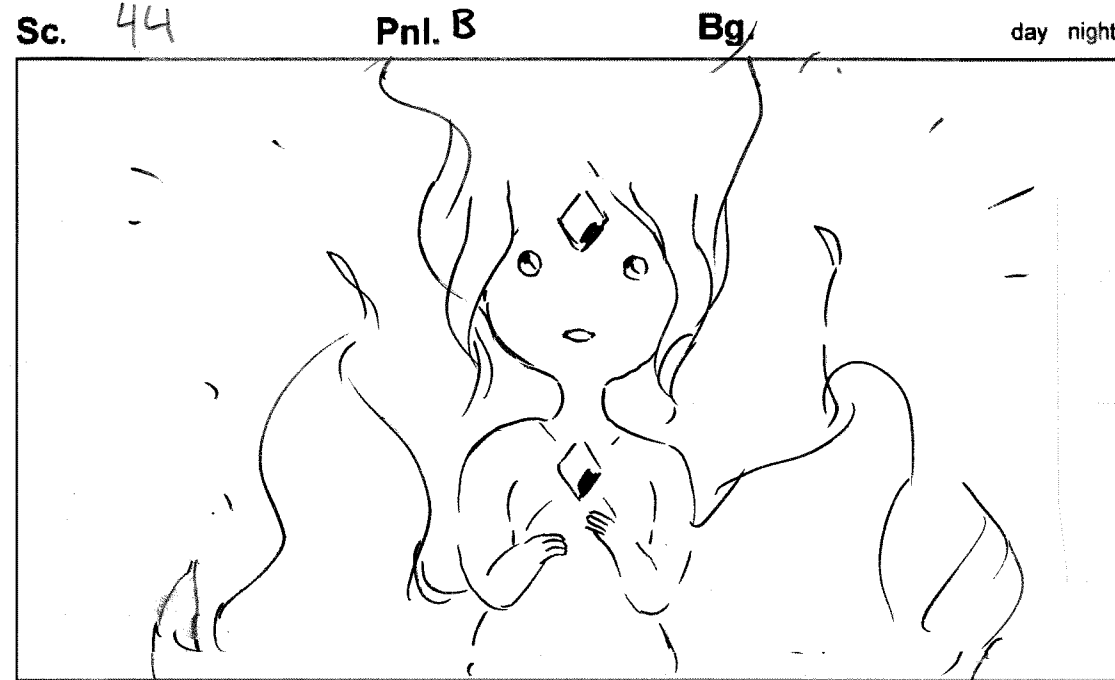
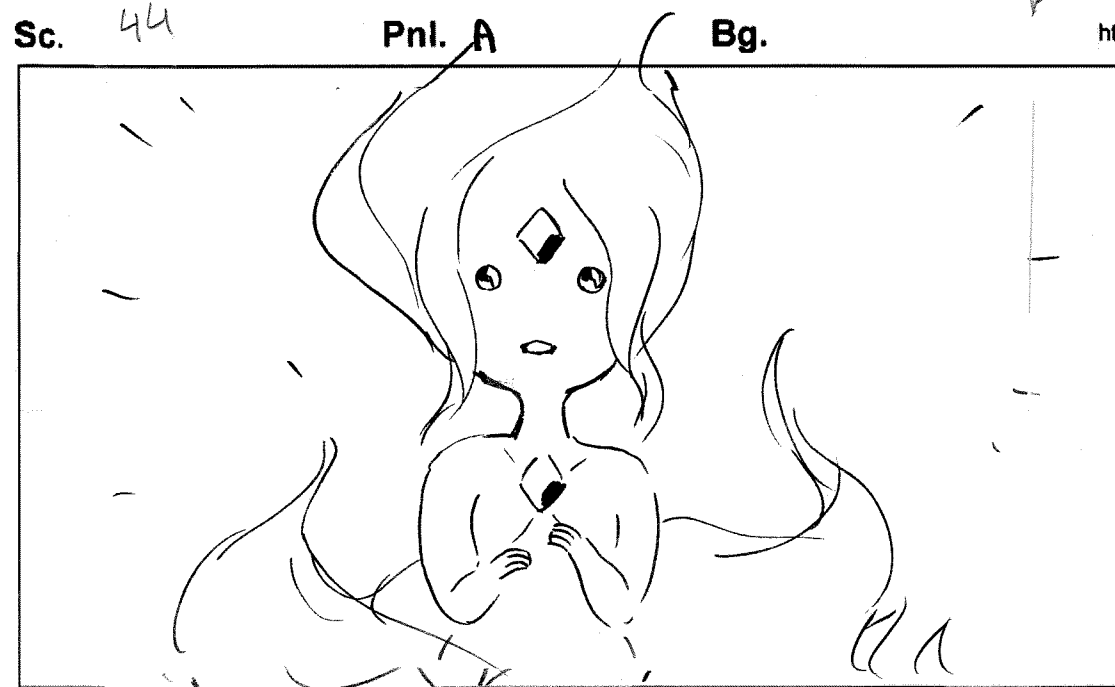
EPISODE # 100882
Production :

ADVENTURE TIME

S.P.



Page 44



Dialog:

Action:

FP GLOWS BRIGHTLY + BURNS HIGHER -

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



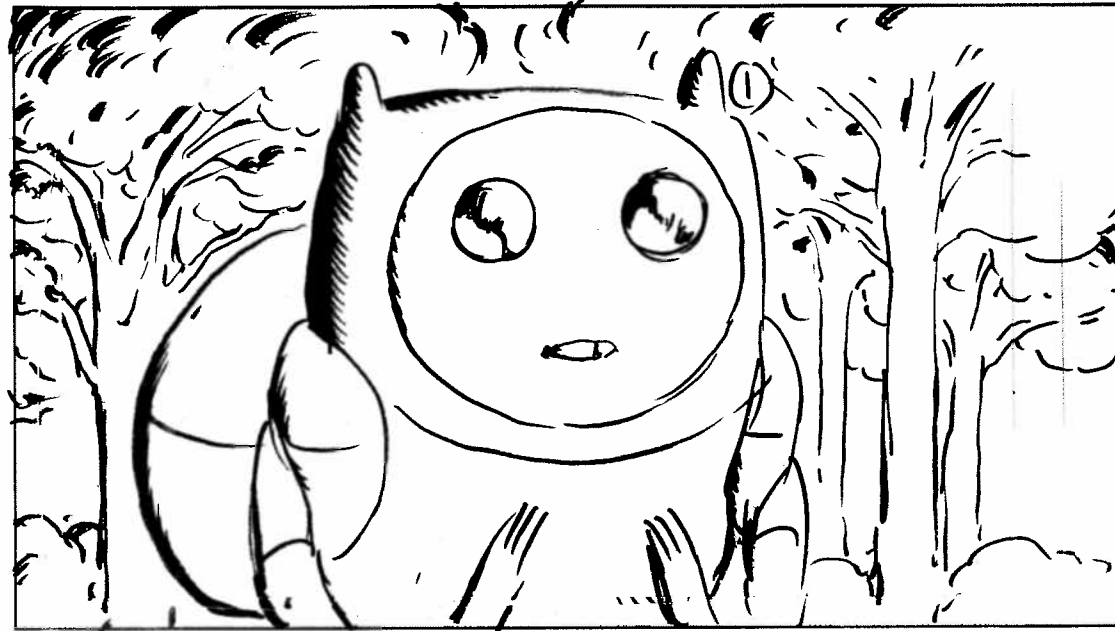
Page 45

Sc. 45

Pnl. A

Bg.

day night



Dialog:

Action: F'S EYES SPARKLE
IN FP'S LIGHT.
HE SUDDENLY FLINCHES-

Timing:

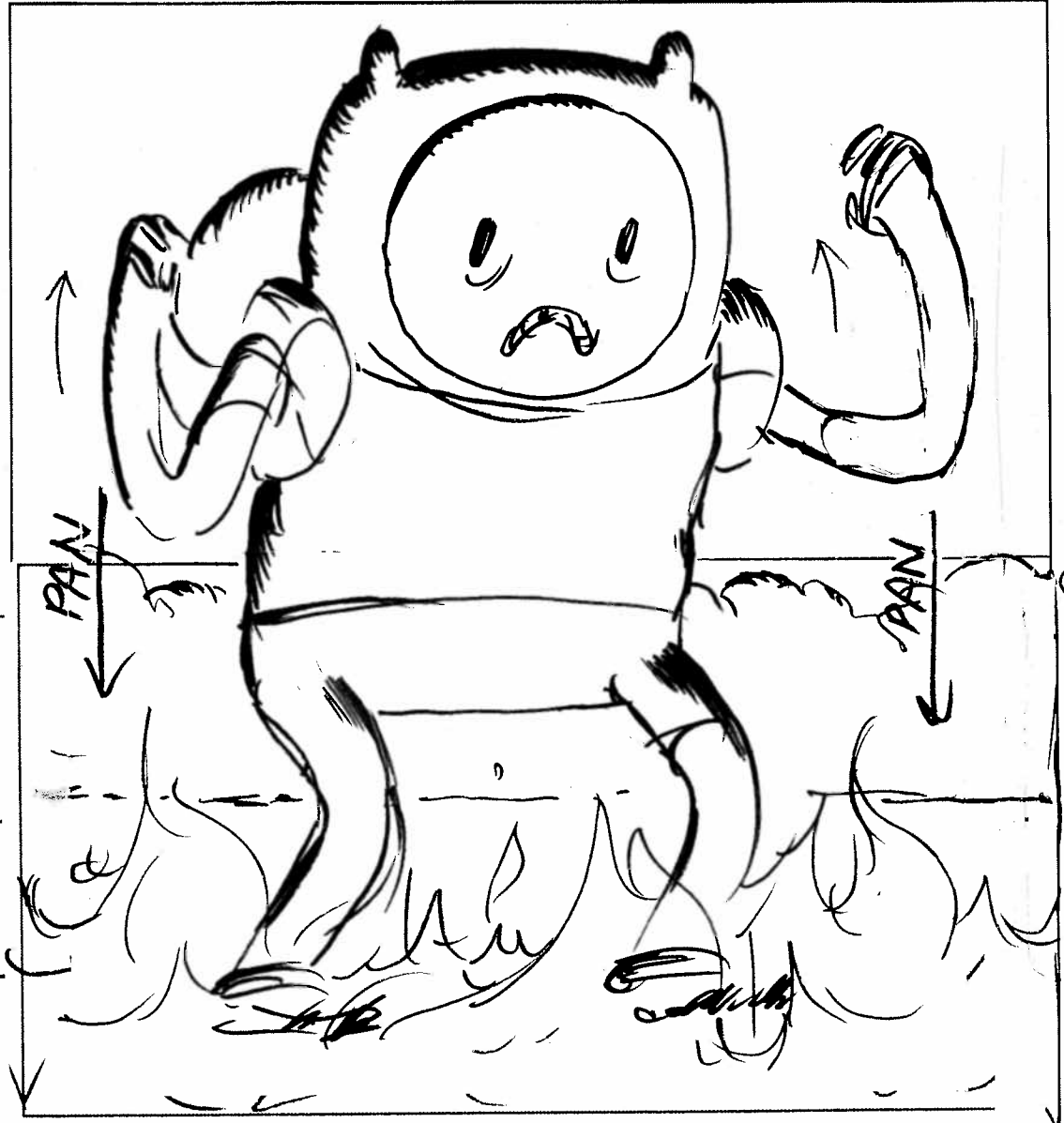


Sc. 45

Pnl. B

Bg.

day night



(F) AH!!!

EPISODE # 100882

(START)

(PAN)

Production :

(STOP)

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ADVENTURE TIME



Sc. 46

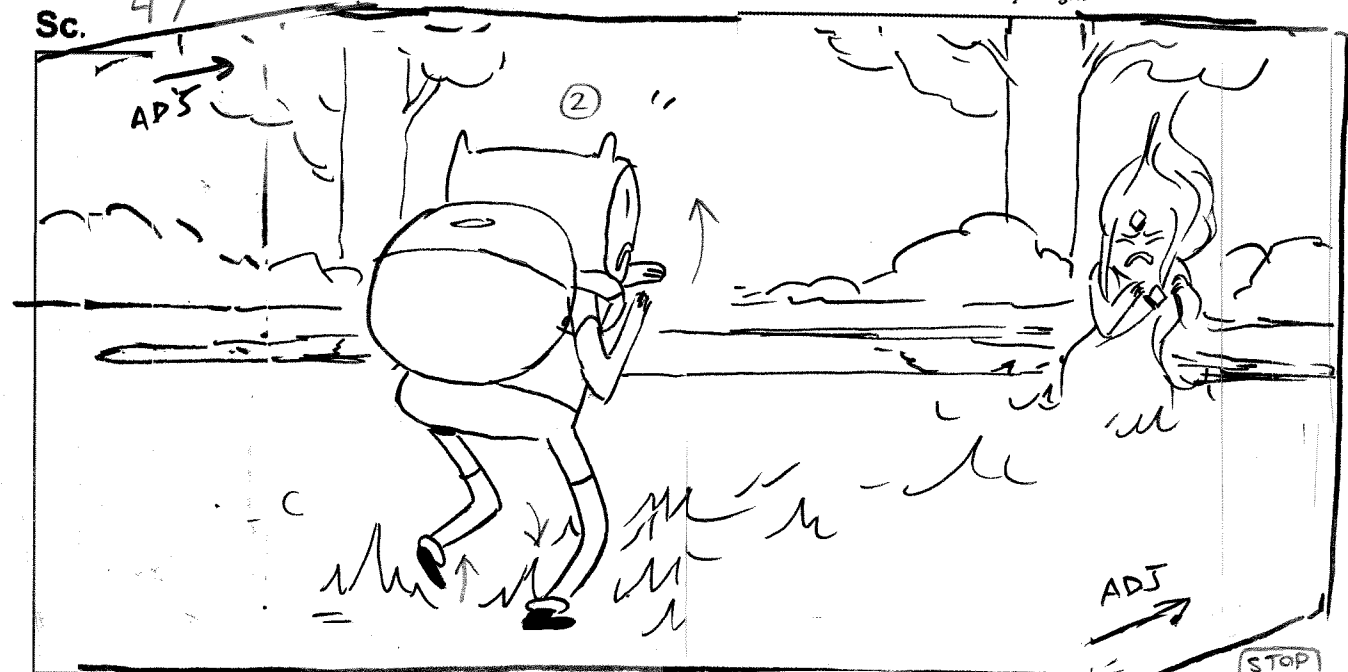
Pnl. A

Bg.

day night



Sc. 47



Page 46
day night

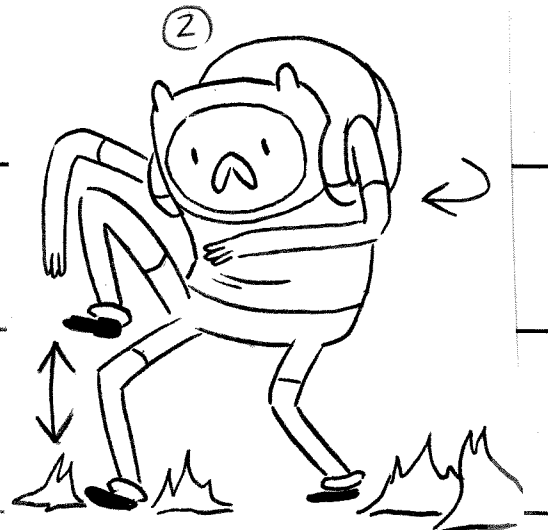
Dialog:

(F:) (effort)

Action:

- F STOMPS OUT FIRE

Timing:



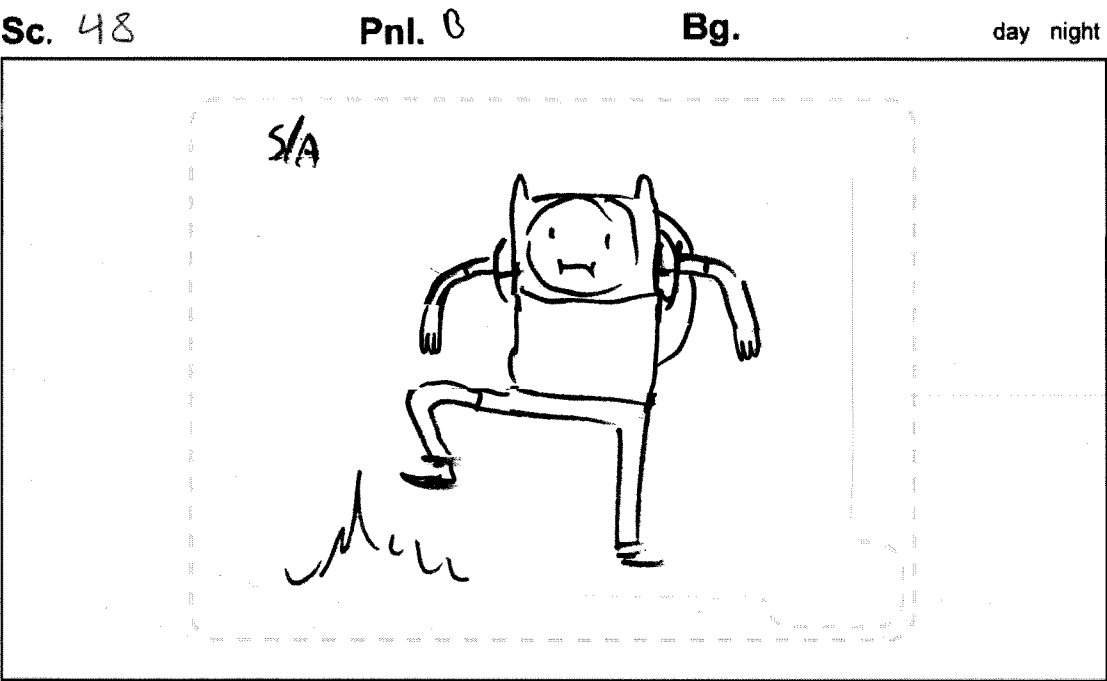
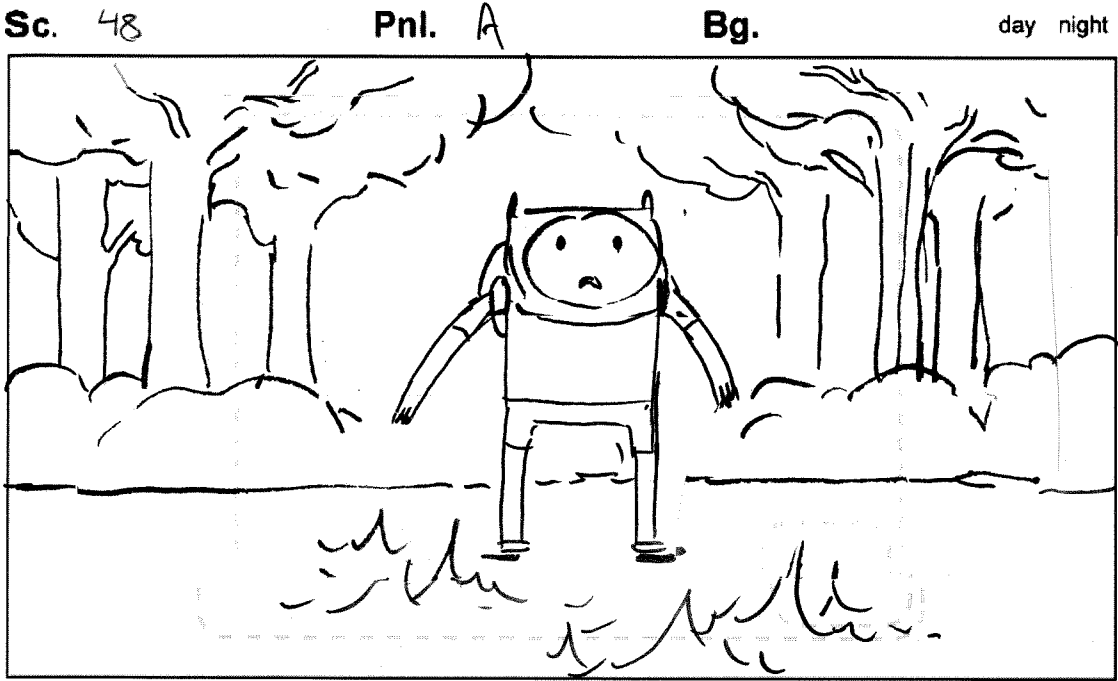
(FP:) (pain) ehnn!!

- F NOTICES FP IN PAIN
- ADJ UP TO INCLUDE F.P.

Production :

100882

ADVENTURE TIME



Dialog:
Action: - F STARES AT FP - STUNNED - PUTTING TWO & TWO TOGETHER F LIFTS HIS FOOT TO STOMP FIRE
Timing:

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ADVENTURE TIME

S.P.

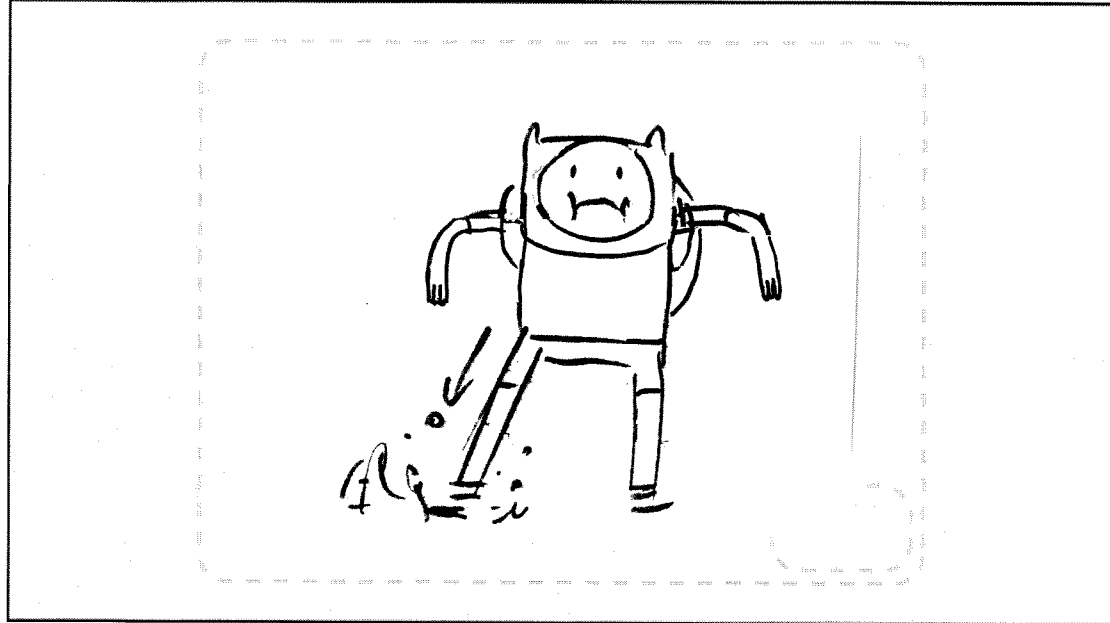


Sc. 48

Pnl. C

Bg.

night



Sc. 49

Pnl. A

Bg.

day night



Dialog:	
SFX: * STOMP *	FP) OW!
Action:	
- F SNUFFS FIRE	FP SHRINKS BACK IN PAIN+HORROR
Timing:	

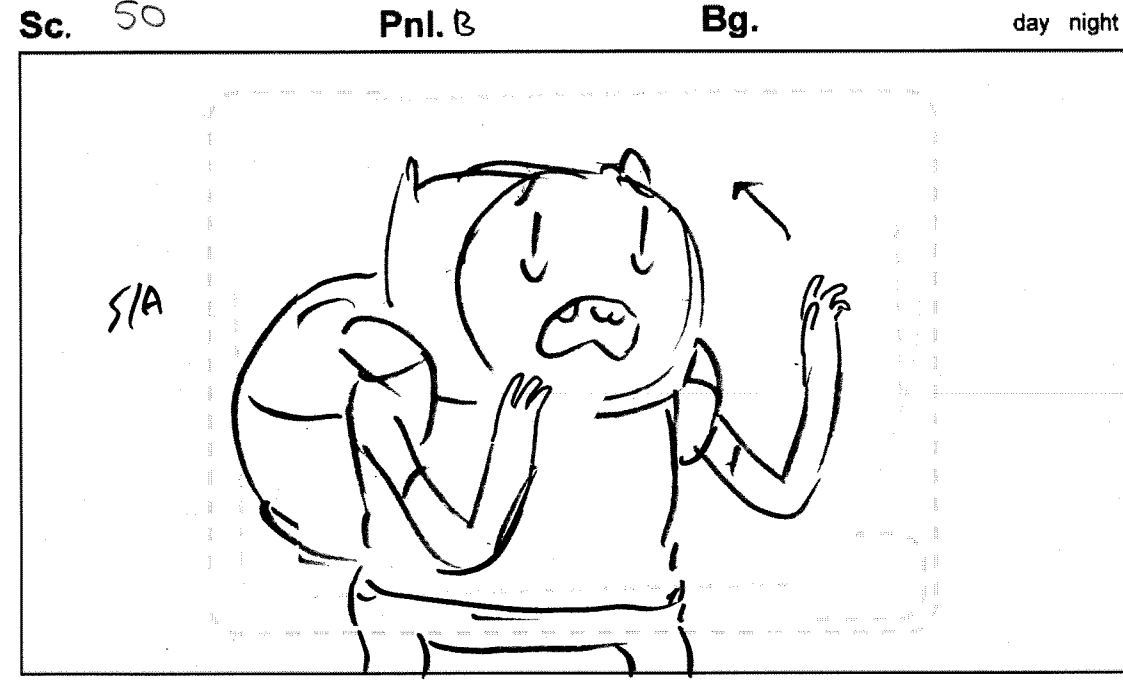
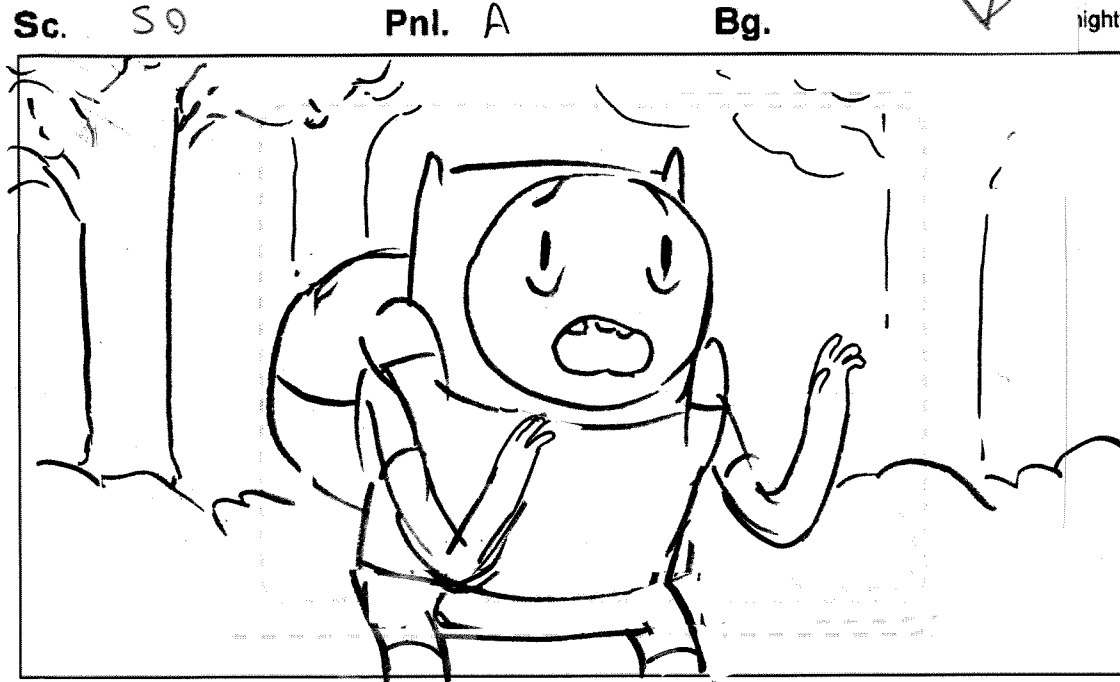
EPISODE # 100882
Production :

ADVENTURE TIME

S.P.
↓



Page 49



Dialog:

F) OH GLOB!

F) AM I HURTING YOU?!

Action:

Timing:

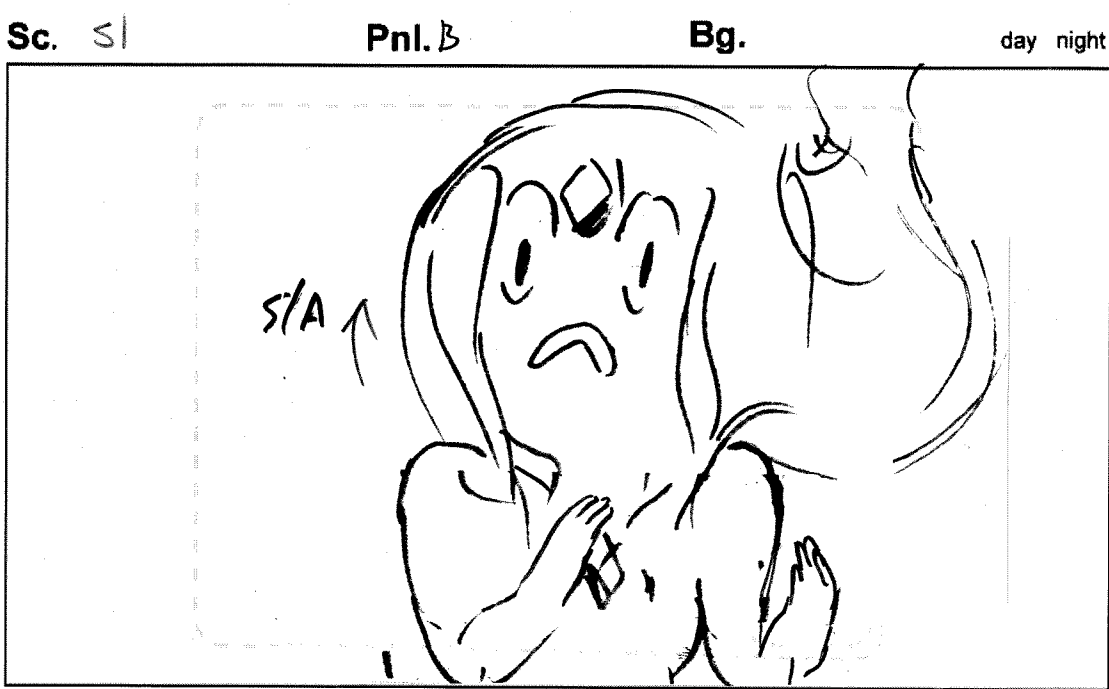
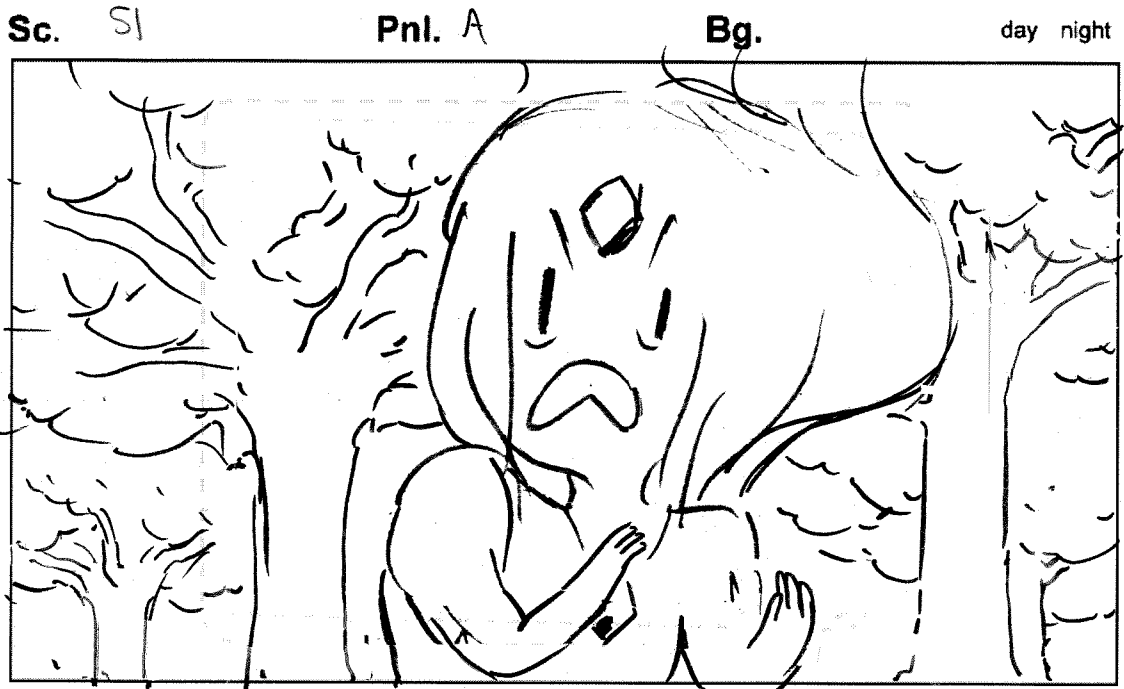
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EPISODE #

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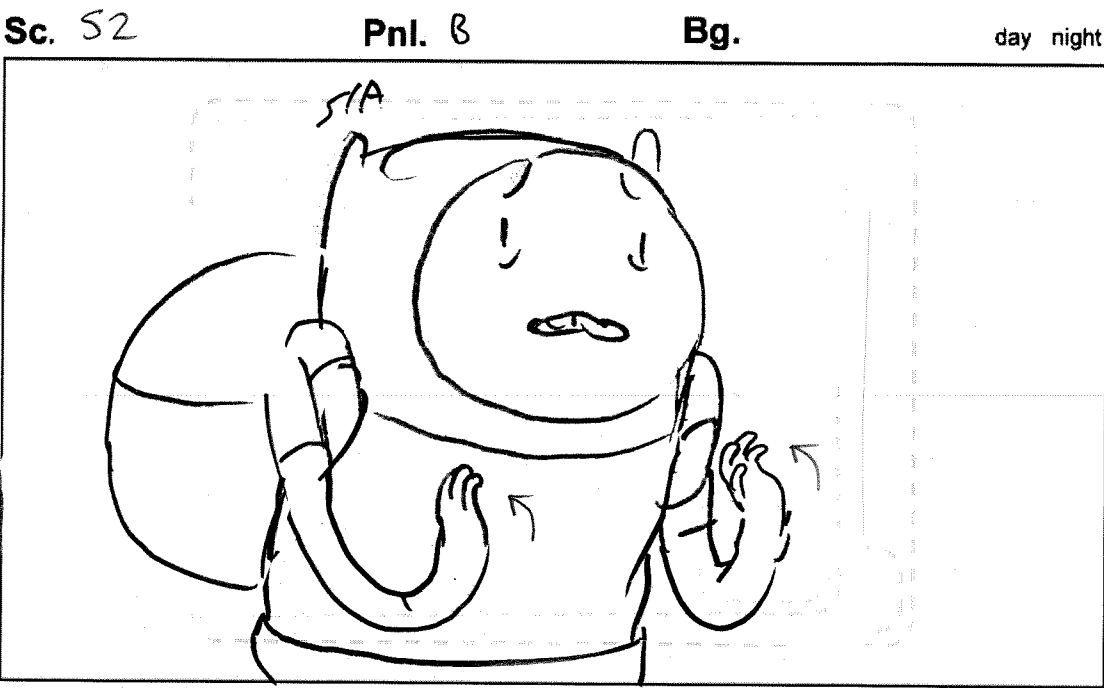
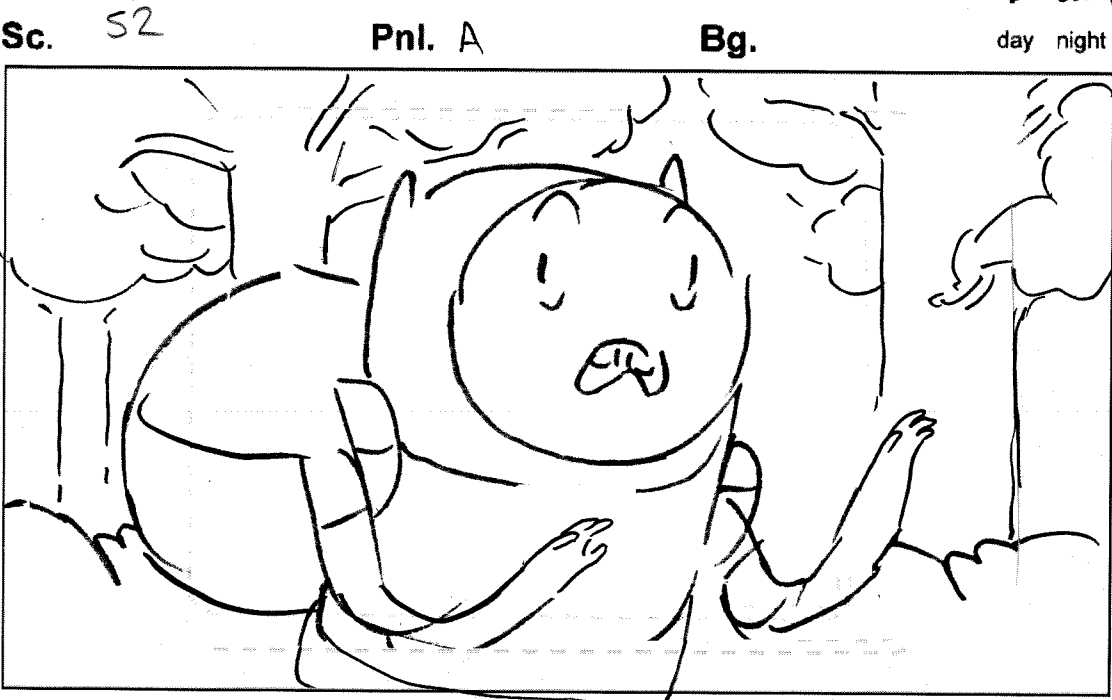
ADVENTURE TIME



Dialog:	FP) YES! THAT'S ALL YOU'VE DONE!	FP: <GASP> ARE YOU <u>TRYING</u> TO HURT ME?!
Action:		
Timing:		

EPISODE # 100882
Production :

ADVENTURE TIME



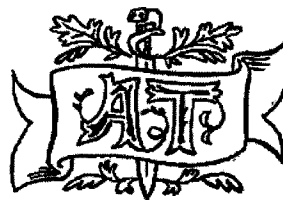
Dialog:	F) I'M <u>NOT</u> FOLLOW-	F) WELL I GUESS, TECHNICALLY, I AM <u>FOLLOWING</u> YOU...
Action:		
Timing:		

EPISODE # 100882

Production :

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ADVENTURE TIME



Page 52

Sc. 52

Pnl. C

Bg.

day night

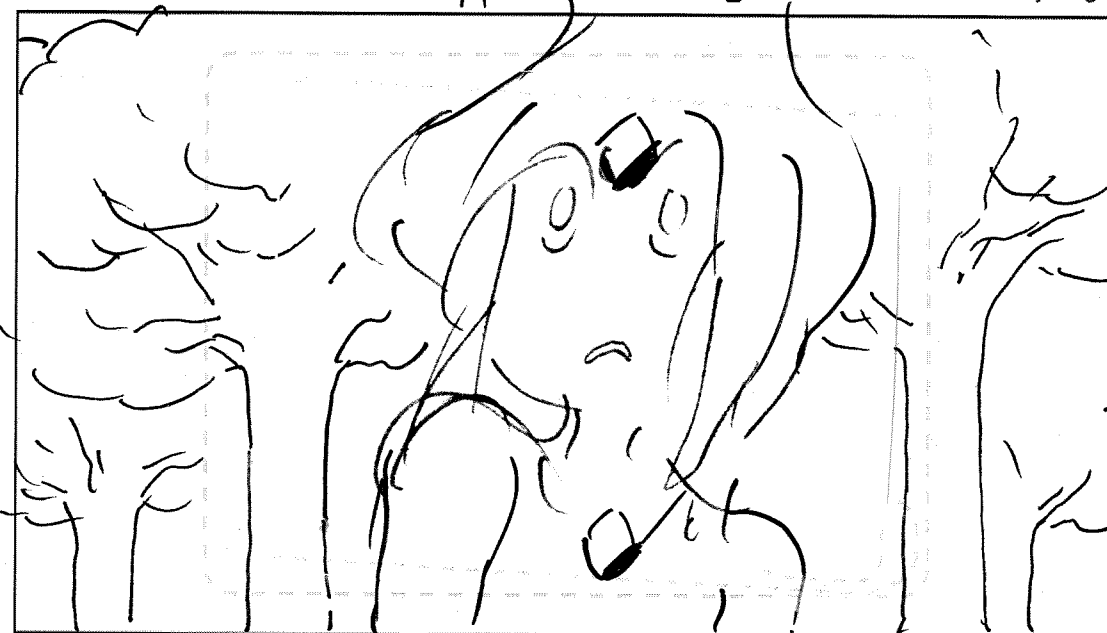


Sc. 53

Pnl. A

Bg.

day night



Dialog:

(FP) [HORRIFIED SOUND]

Action:

FP IS HORRIFIED

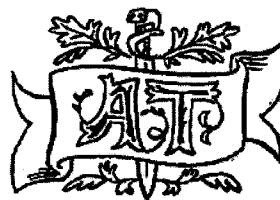
Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



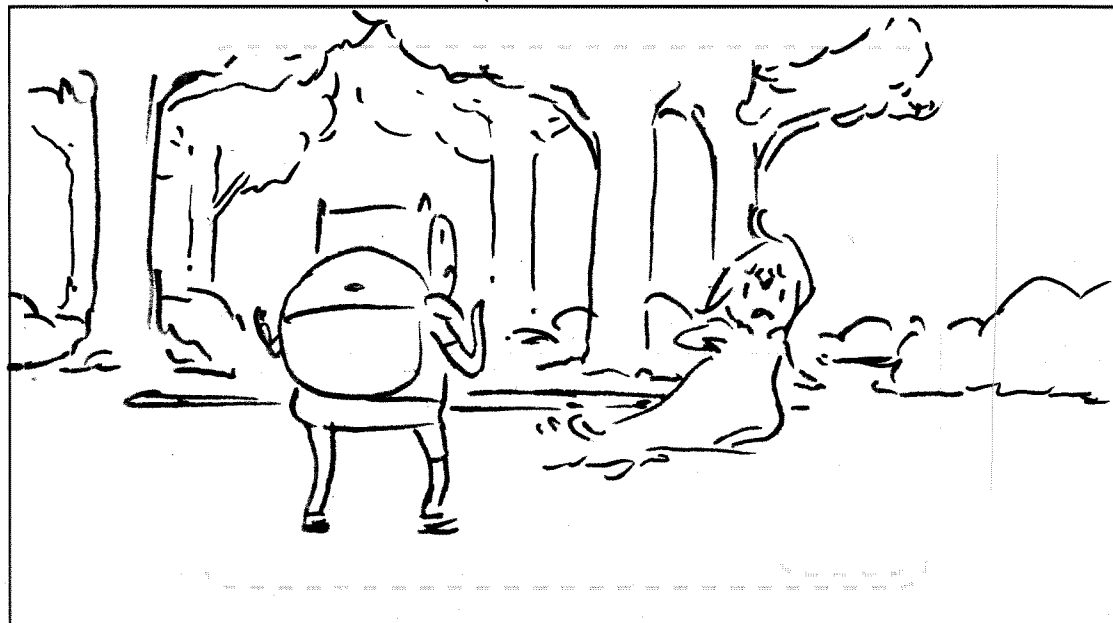
Page 53

Sc. 54

Pnl. A

Bg.

day night

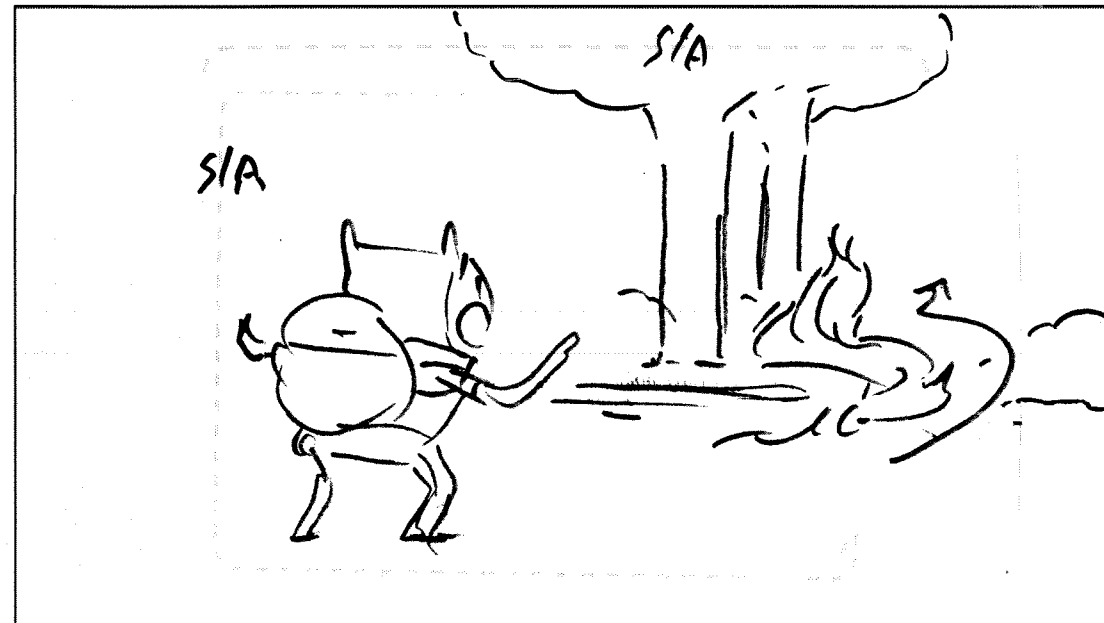


Sc. 54

Pnl. B

Bg.

day night



Dialog:

F) HEY, NO WAIT !!!

Action:

- FLAME PRINCESS WHIPS OFF AS A TRAIL OF
FLAME, AROUND THE LAKE AND INTO THE
FOREST

Timing:

100882

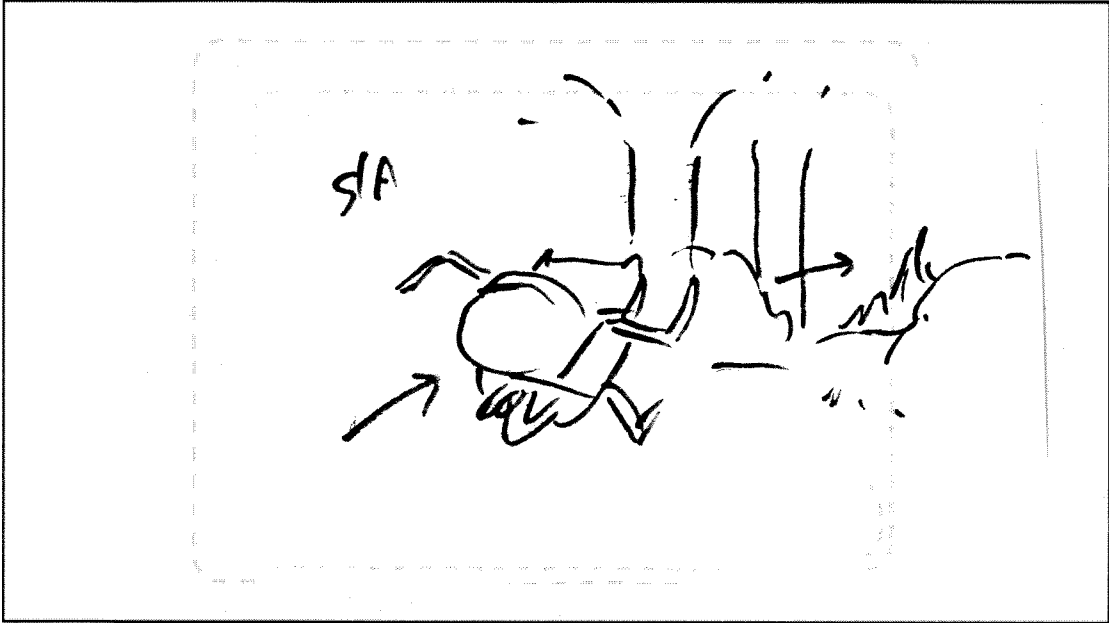
EPISODE #

Production :

ADVENTURE TIME



Sc. 54 Pnl. C Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog:	(F:) (running effort)	ee heh heh! (F:) I guess NOW I'M TECHNICALLY CHASING YOU!
Action:	‡ RUNS AFTER FP	— F RUNNING
Timing:		

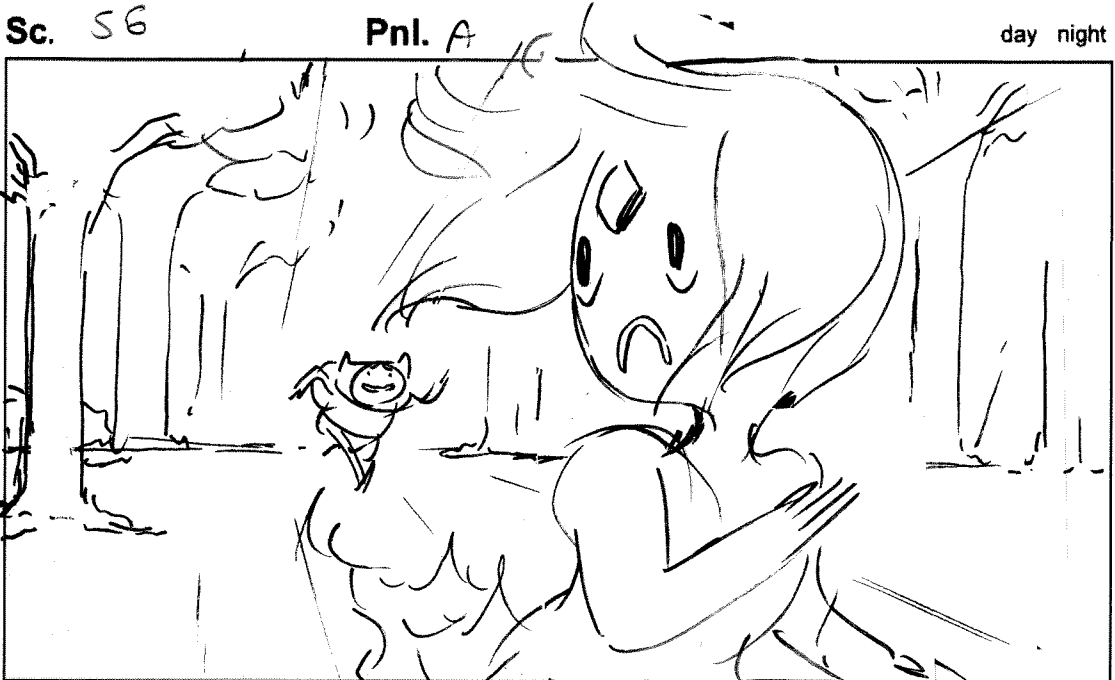
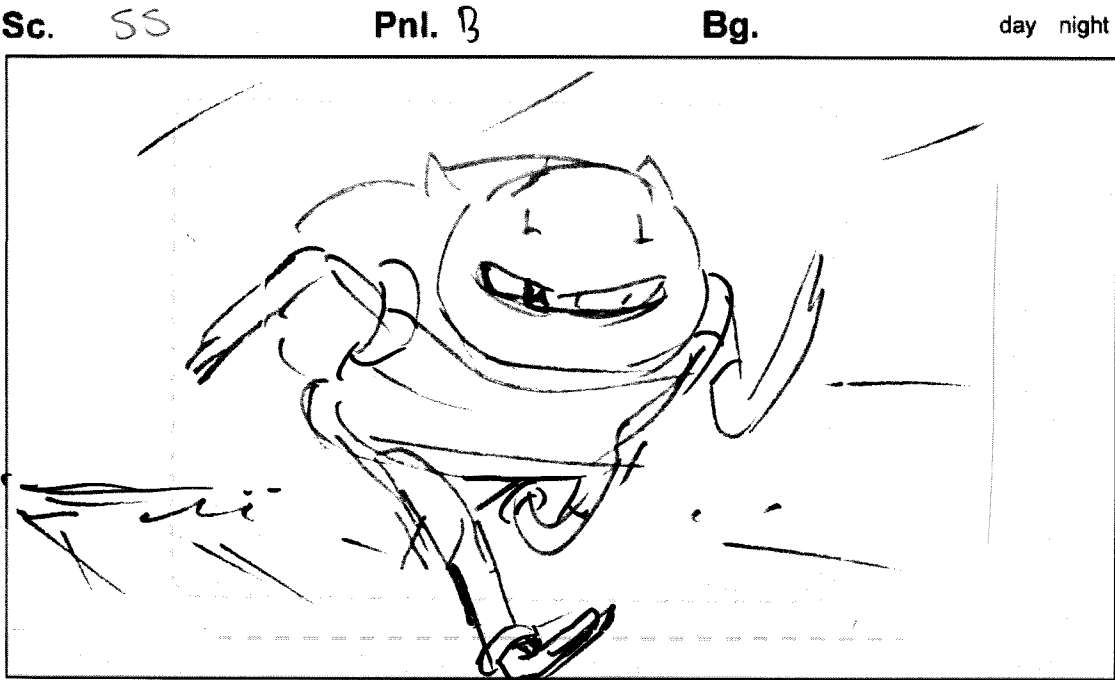
EPISODE # 100882
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ADVENTURE TIME



Page SS



Dialog:
Action:
Timing:

FP SEES F CHASING HER - IS FREAKED OUT BY IT

100882

EPISODE #

Production :

ADVENTURE TIME

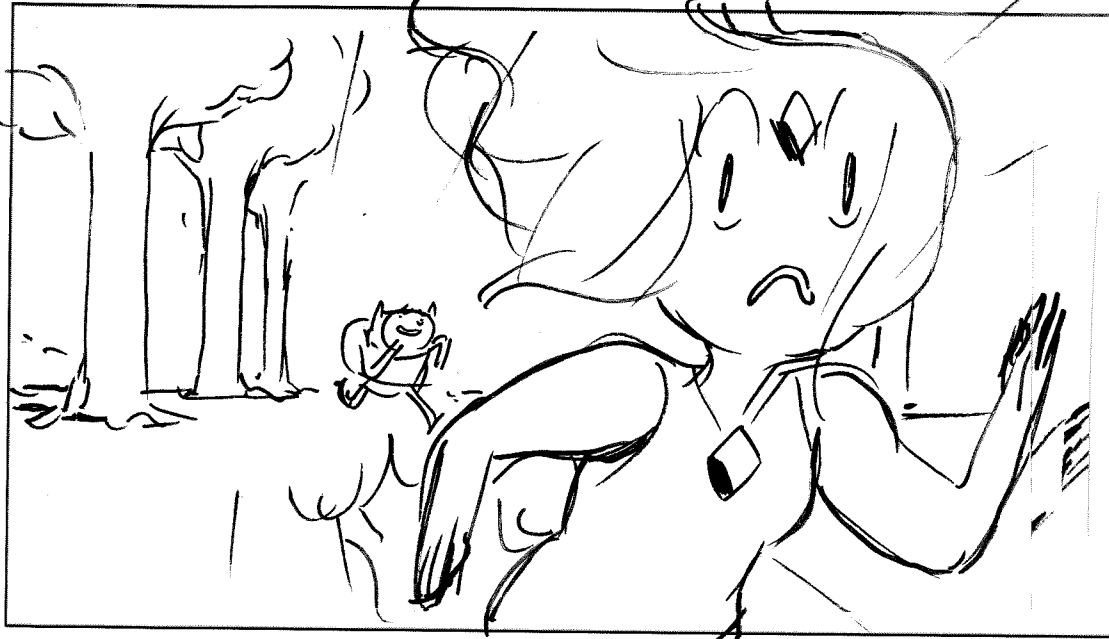


Sc. 56

Pnl. B

Bg.

day night

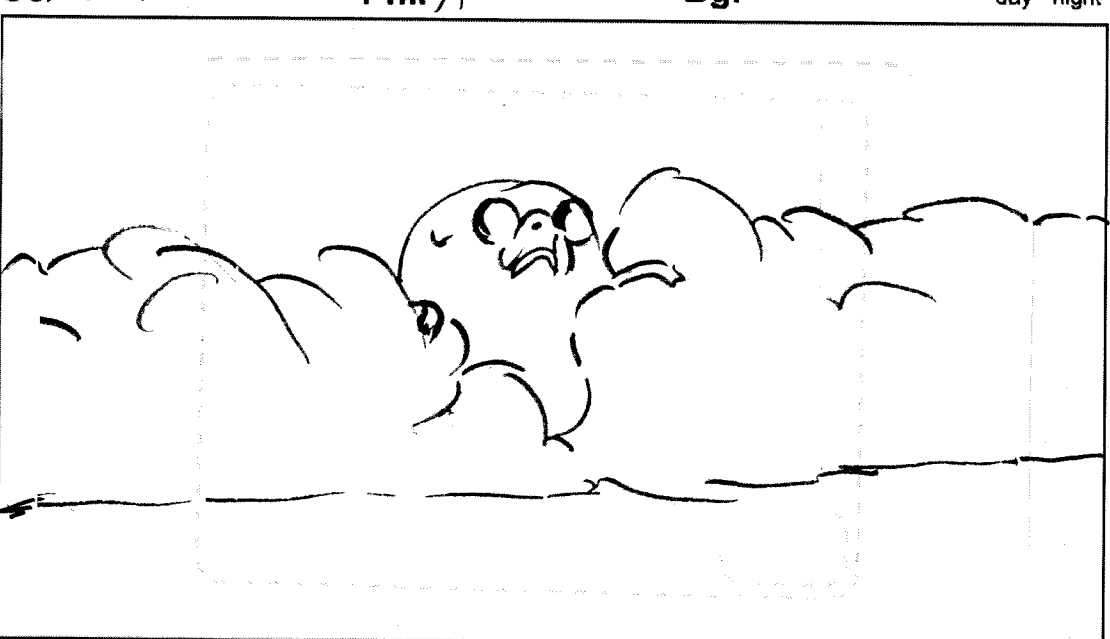


Sc. 57

Pnl. A

Bg.

day night



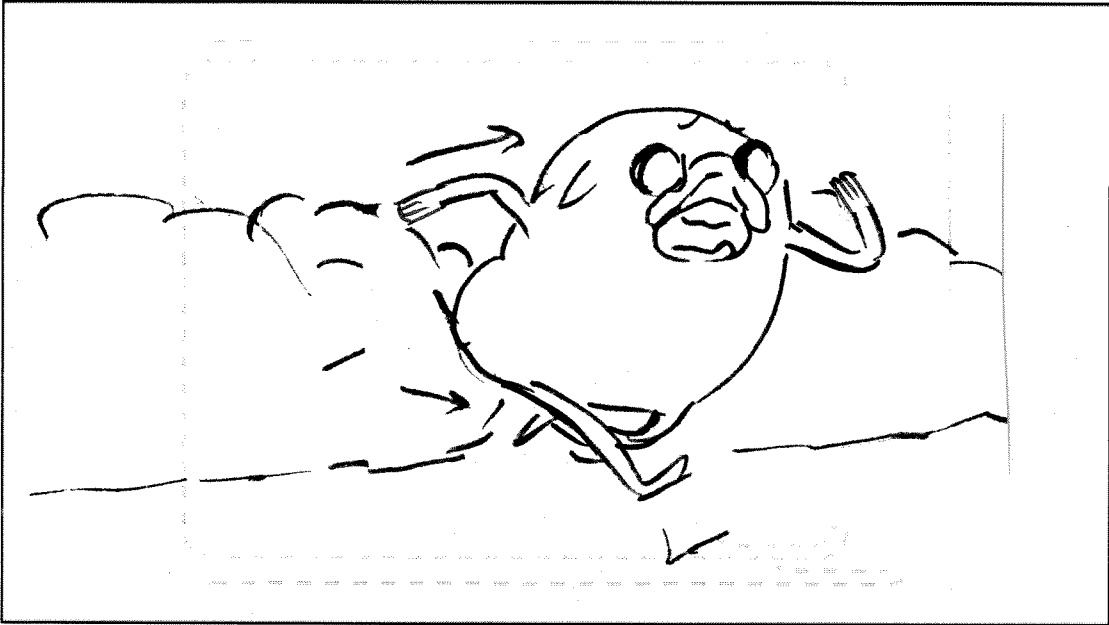
Dialog:
Action:
Timing:

EPISODE # 100882
Production :

ADVENTURE TIME



Sc. 57 Pnl. B Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog: J) FINN!

Action: J RUNS OUT FROM BEHIND THE BUSHES AFTER FINN

Timing:

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ADVENTURE TIME



Sc. 58

Pnl. B

Bg.

day night

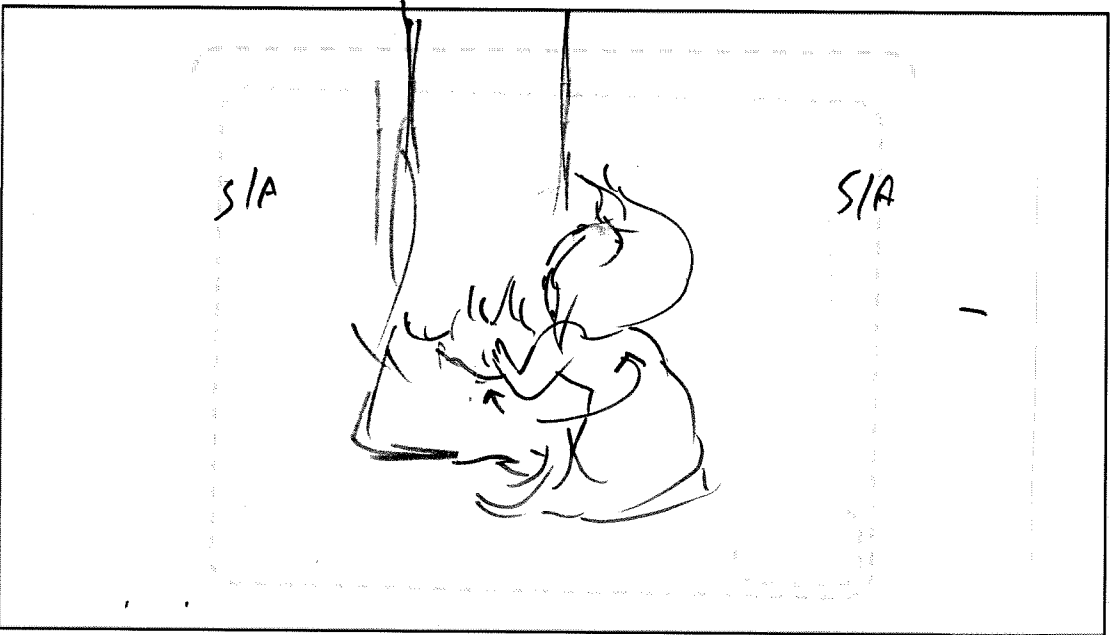


Sc. 58

Pnl. C

Bg.

day night



Dialog:	
Action:	-F.P. WHIPS AROUND TO LOOK AT FINN.
Timing:	SHE TURNS & TOUCHES A HUGE TREE'S TRUNK W/ HER FIRE



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Production :

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ADVENTURE TIME

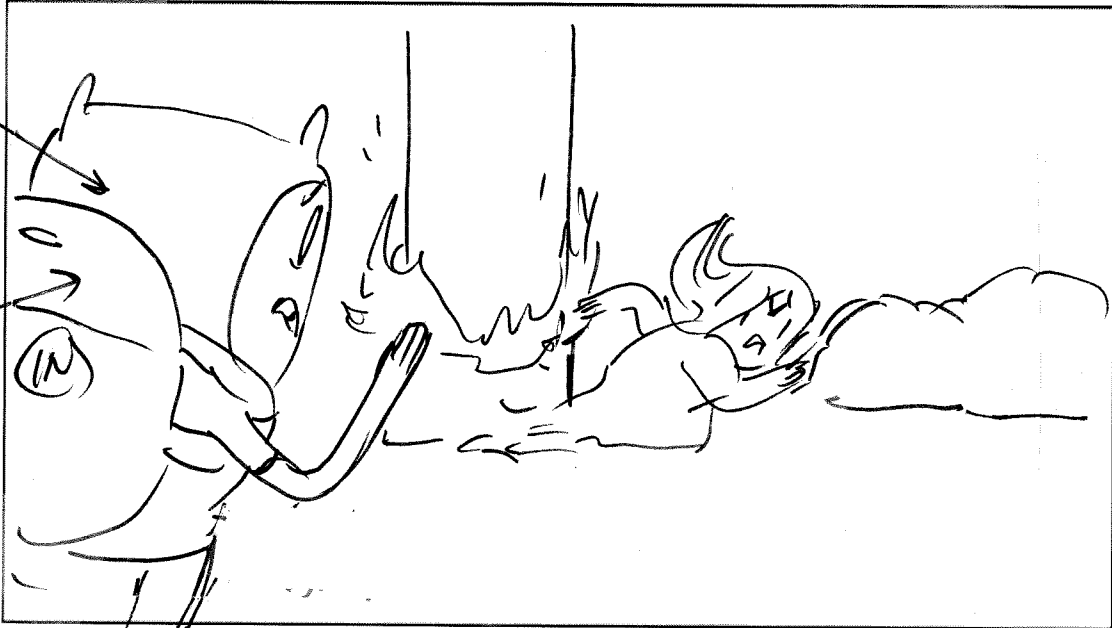


Sc. 58

Pnl. D

Bg.

day night

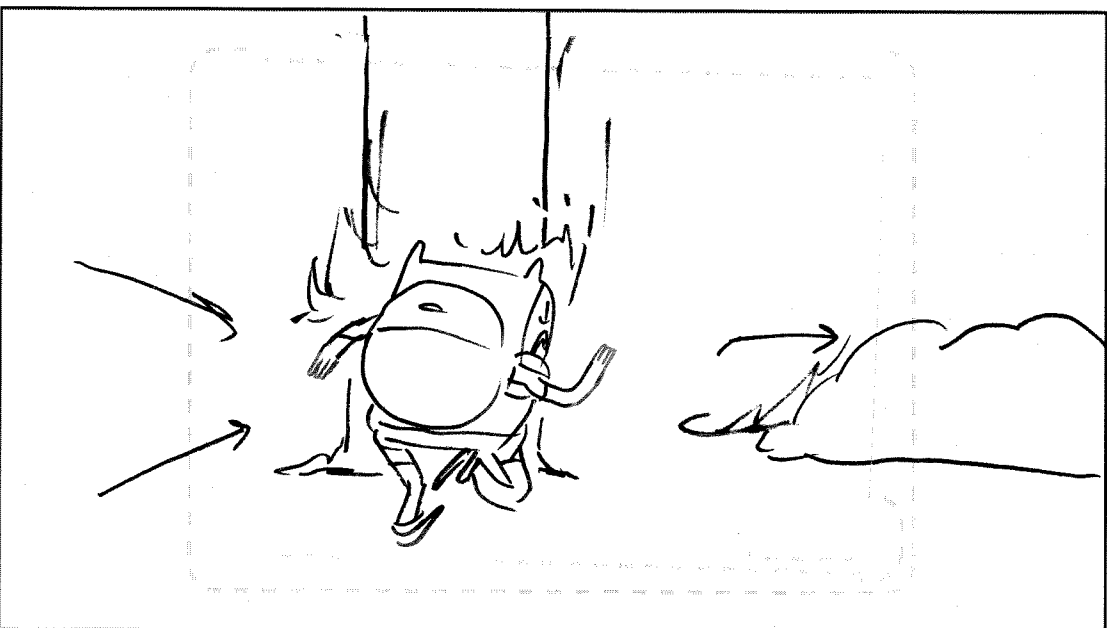


Sc. 58

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

FP RUNS AWAY

EPISODE # 100882

Production :

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ADVENTURE TIME



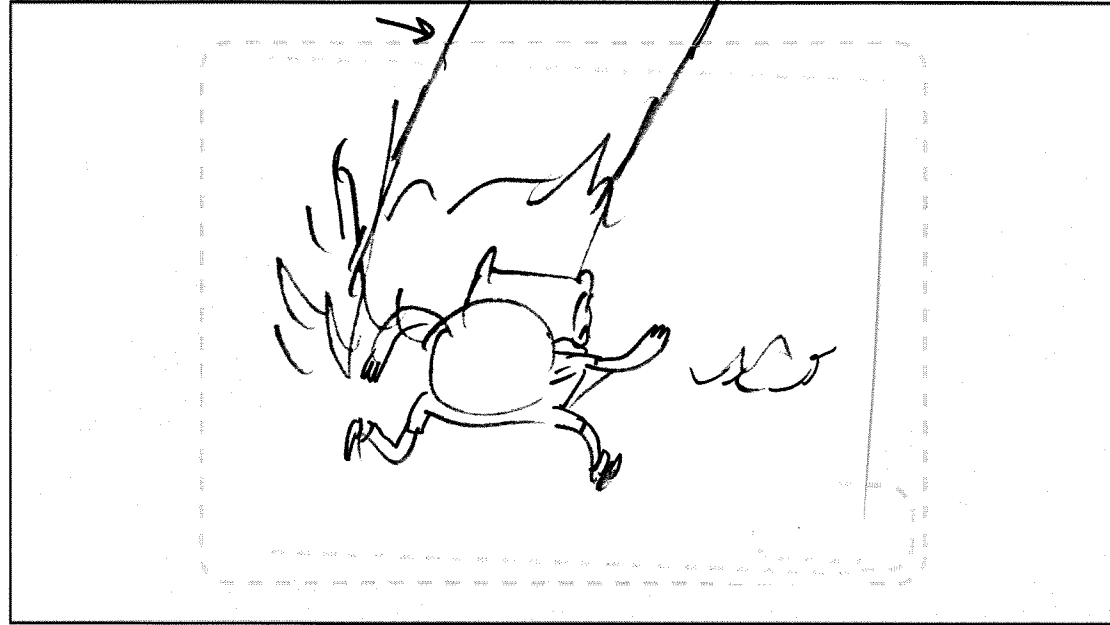
Page 60

Sc. 58

Pnl. 5

Bg.

day night

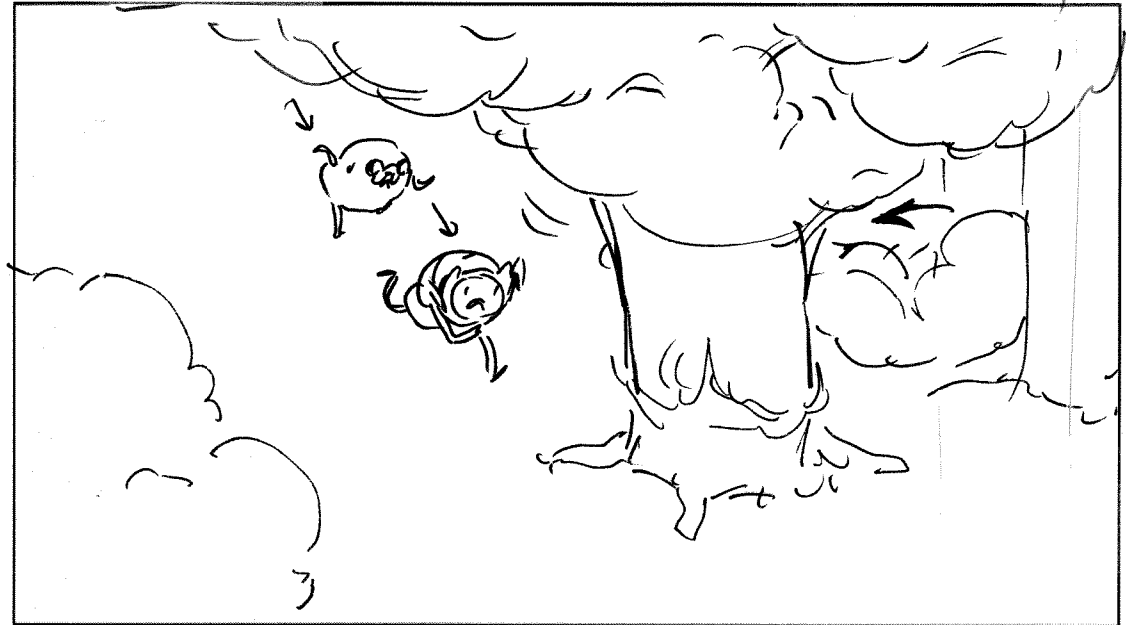


Sc. 59

Pnl. A

Bg.

day night



Dialog:

Action:

— FLAMING TREE STARTS TO LEAN.

DOWNSHOT, TREE IS FALLING

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



Sc. 59 Pnl. B Bg. day night

Sc. 60 Pnl. A Bg. day night

Dialog:

Action: -TREE FALLS TOWARDS FINN'S PATH

Timing:

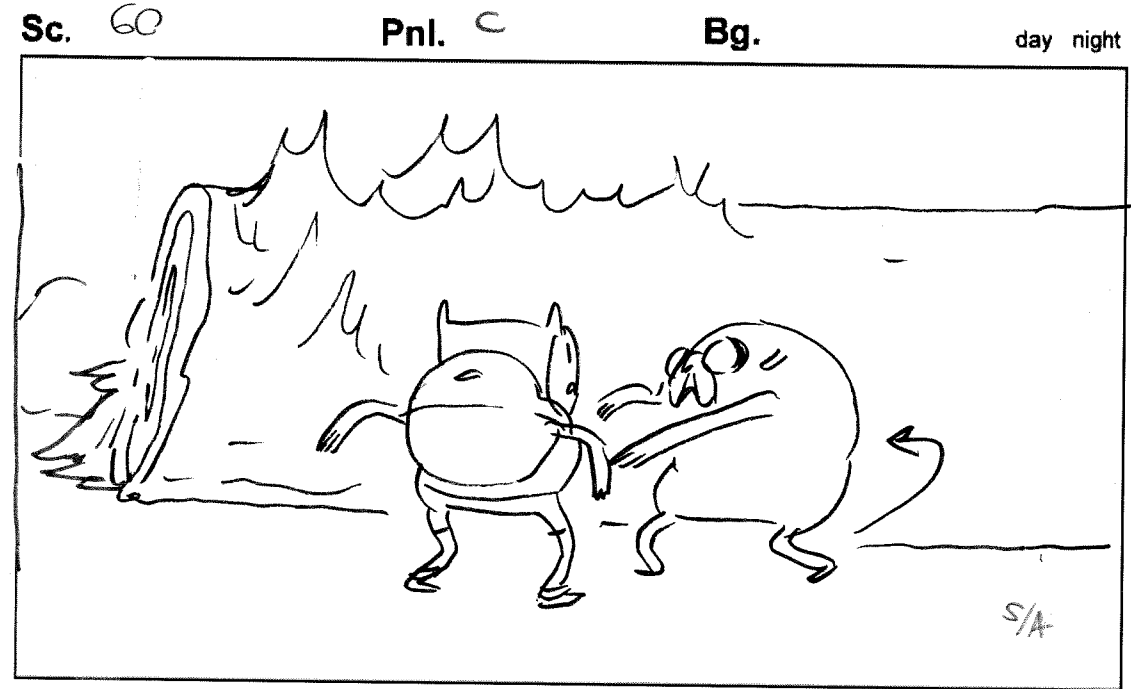
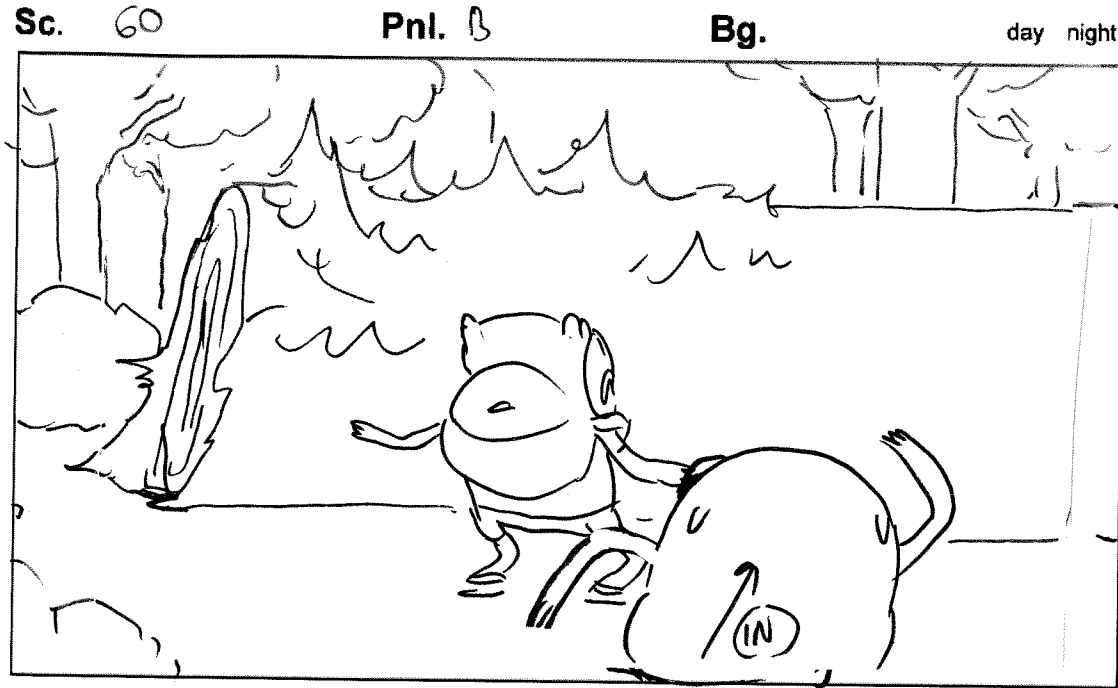
WAM! - TREE HITS GROUND, ON FIRE

EPISODE # **100882** Production :

ADVENTURE TIME



Page 62



Dialog:	3) HOLD ON!	
Action:	- F STOPS SHORT AS TREE BLAZES IN FRONT OF HIM	- 3 WHIPS AROUND TO GRAB FINN
Timing:		

EPISODE # 100882

Production :



ADVENTURE TIME

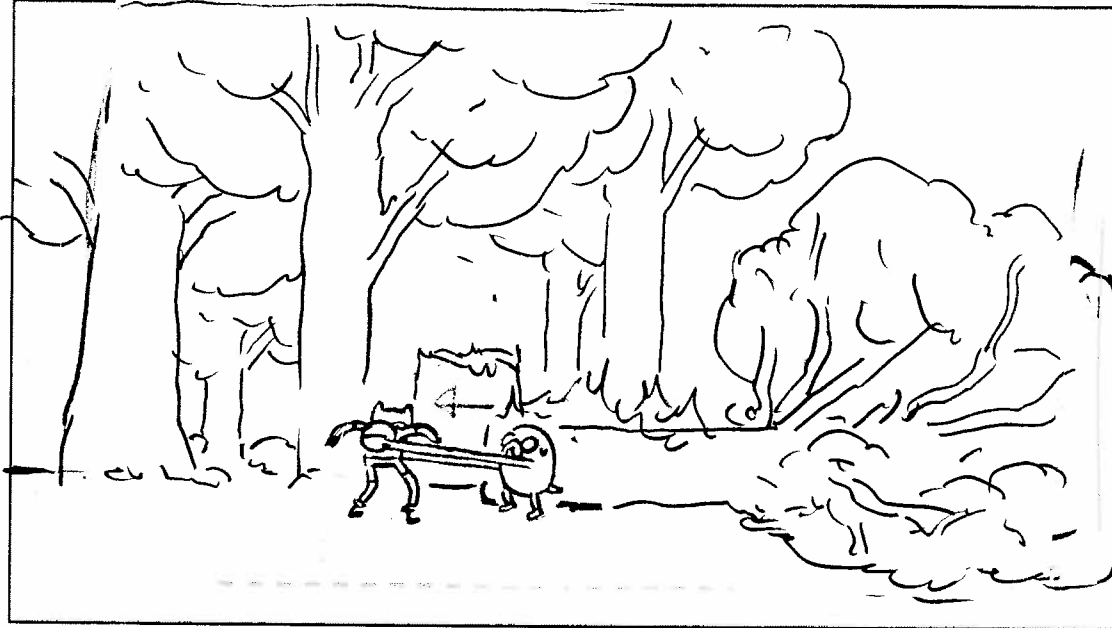
Page 63

Sc. 61

Pnl. A

Bg.

day night

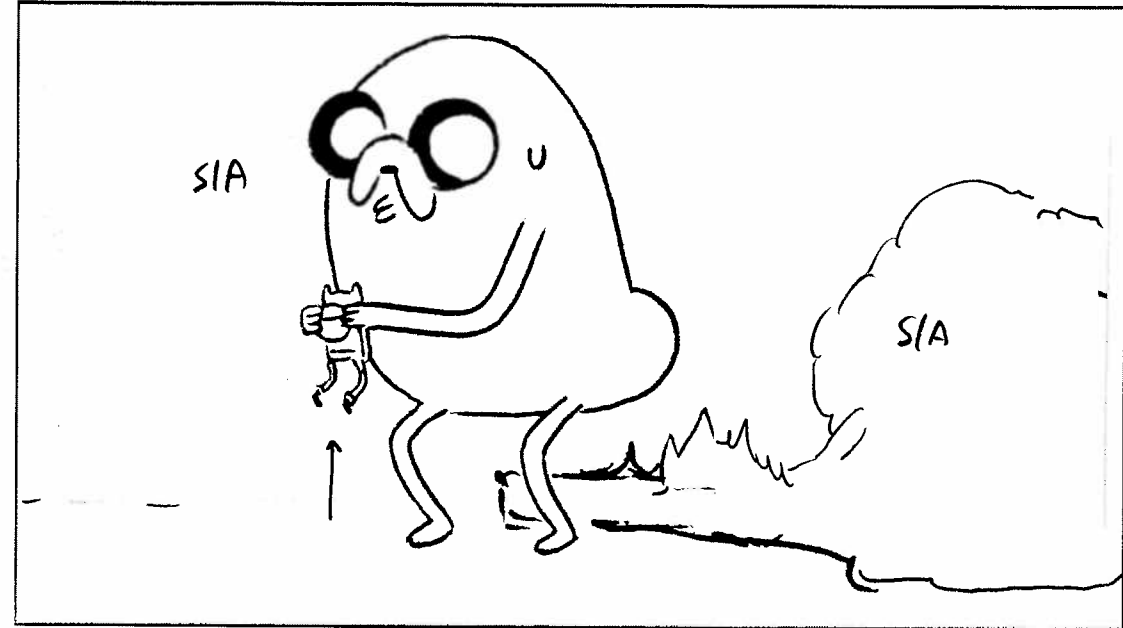


Sc. 61

Pnl. B

Bg.

day night



Dialog:

Action:

— J GRABS FINN

J GROWS REALLY BIG, PREPARES
TO SIT ON FLAMES

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



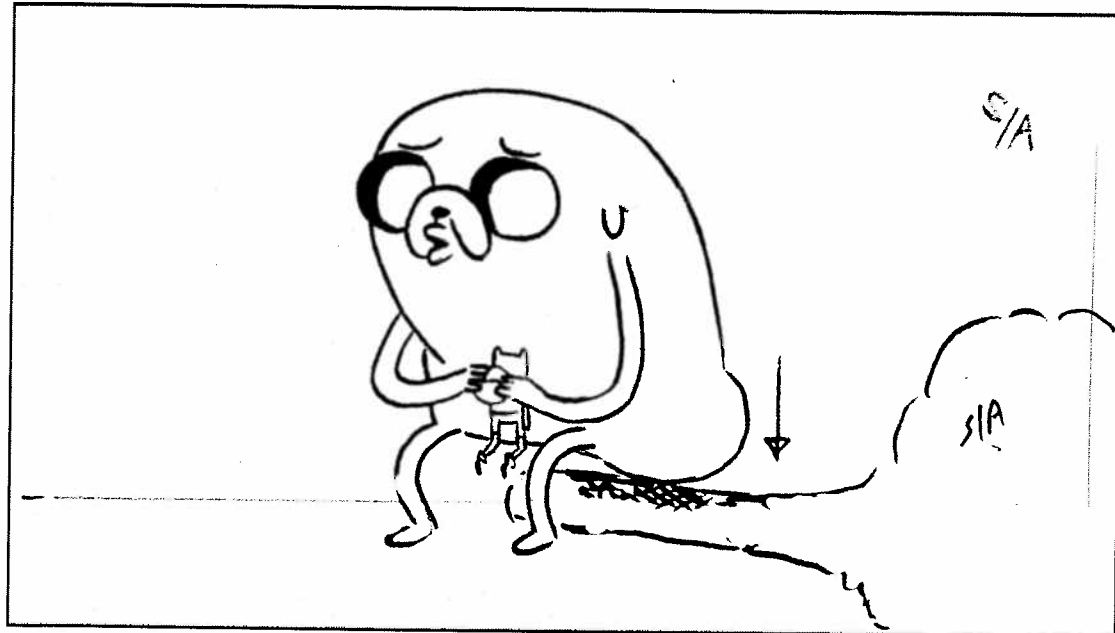
Page 64

Sc. 61

Pnl. C

Bg.

day night

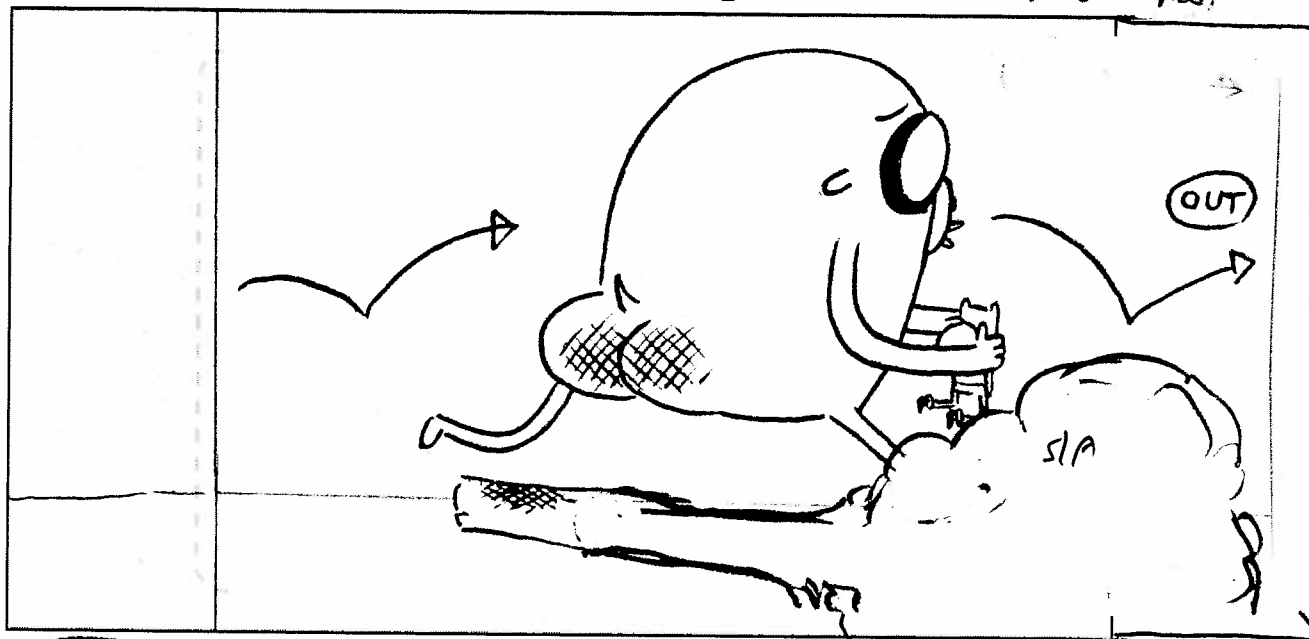


Sc. 61

Pnl. D

Bg.

day night ADJ.



Dialog:

J AAAGH!

START

ADJ. STOP

Action:

SFX: *SSSTT!*
J SITS ON FLAMING TREE

J TOASTY BUNS!

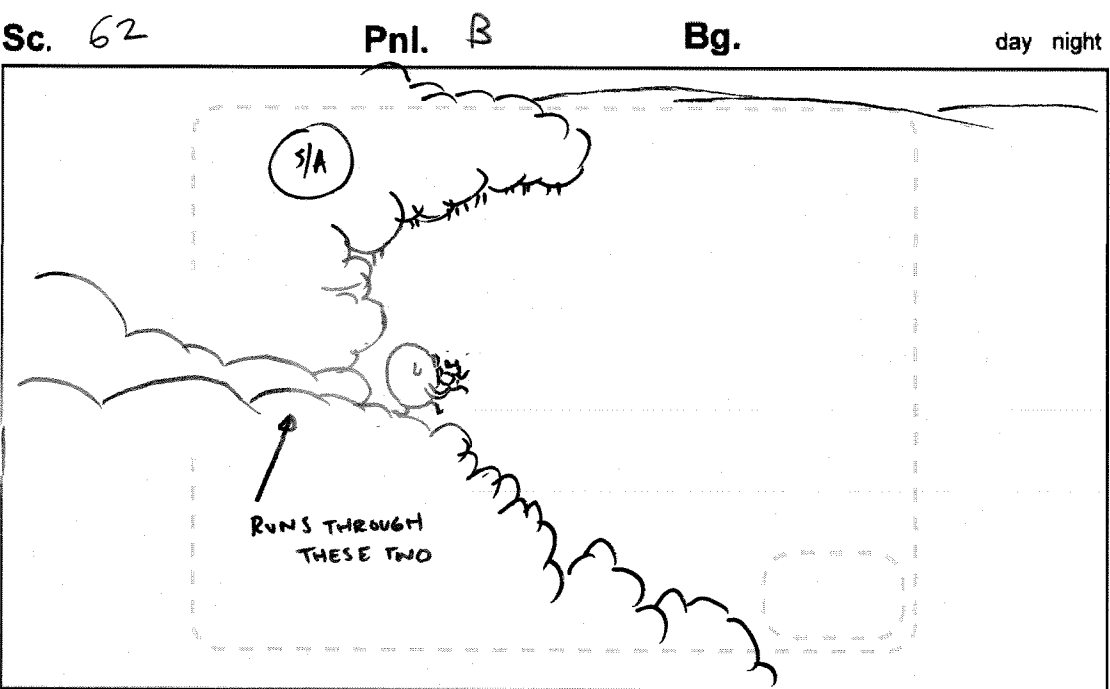
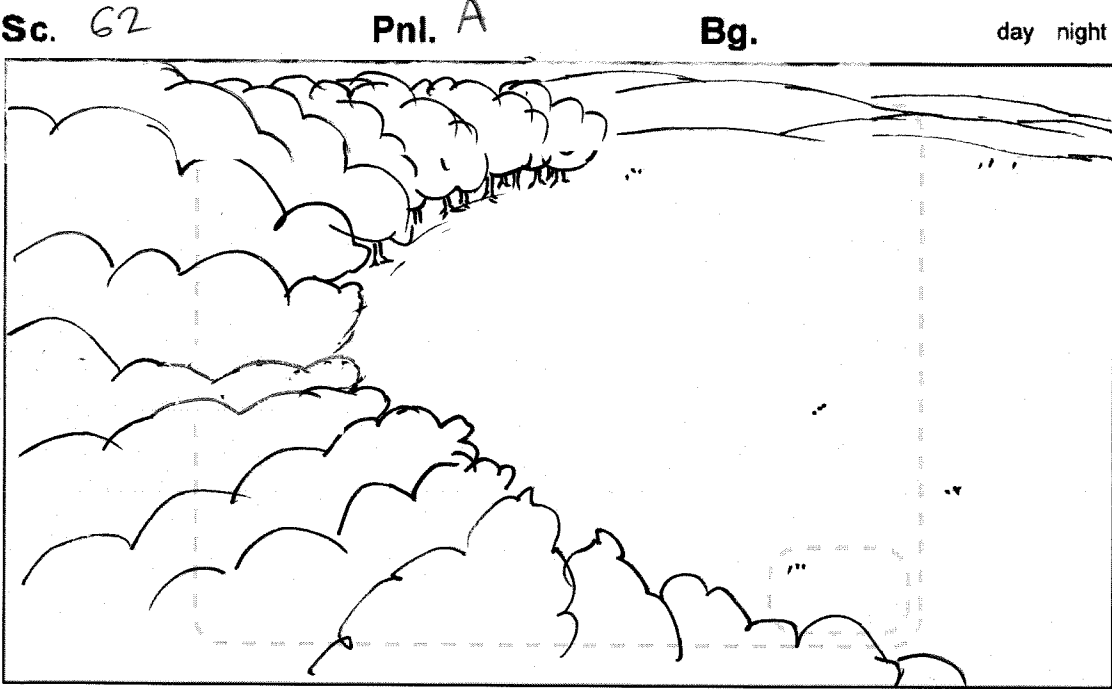
- J RUNS OFF HAVING PUT OUT FIRE W/ BUTT.
- ADJ. W/ ACTION

Timing:

Production :

100882

ADVENTURE TIME



Dialog:

FAS FIRE PRINCESS!

Action:

TOPS OF TREES SHAKE AS TAIL RUNS THROUGH

Timing:

EPISODE # 100882

Production :



ADVENTURE TIME

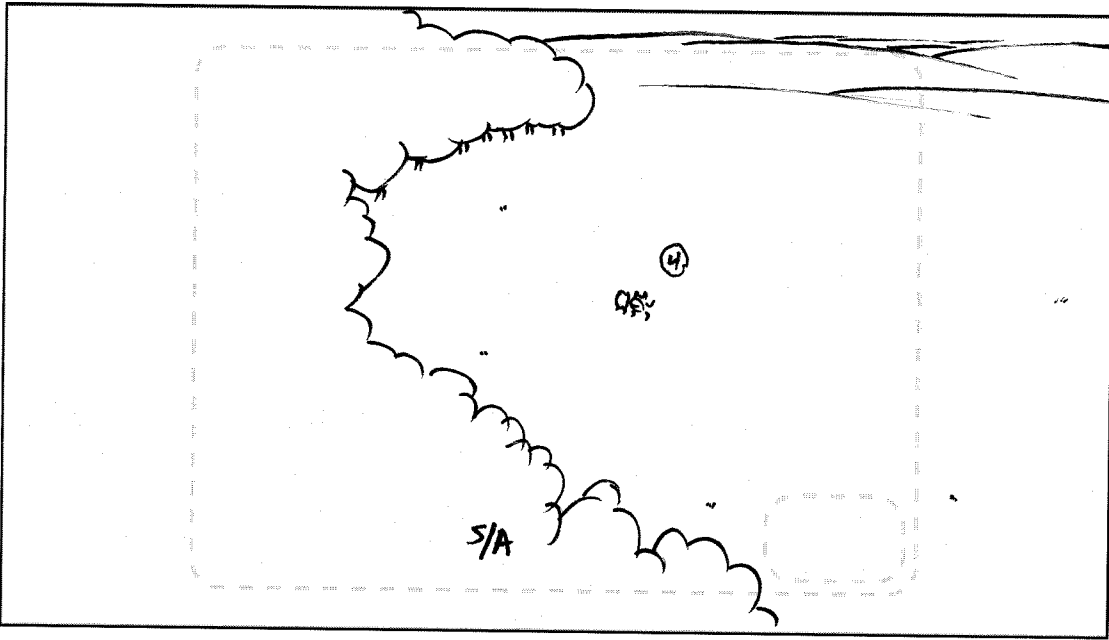
Page 66

Sc. 62

Pnl. C

Bg.

day night

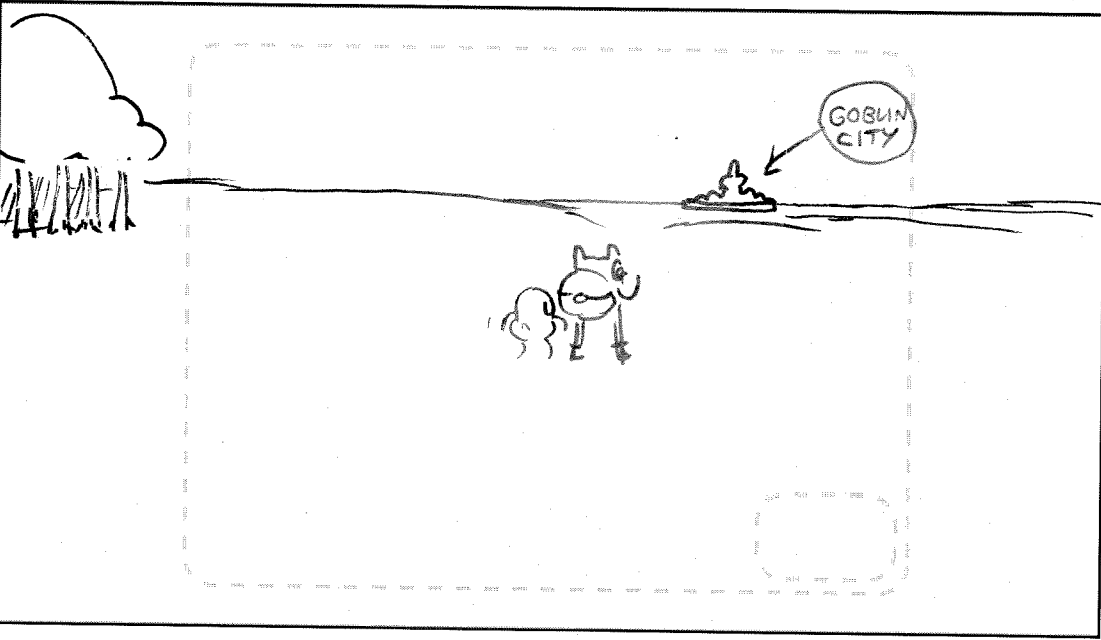


Sc. 63

Pnl. A

Bg.

day night



Dialog:	
f: wait! comback!	
f: where are you!?	
Action:	
Timing:	<p>AS THEY RUN, JAKE SHRINKS AND SETS FINH DOWN.</p> <p>THEY RUN TO POSITION "4"</p>

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ADVENTURE TIME

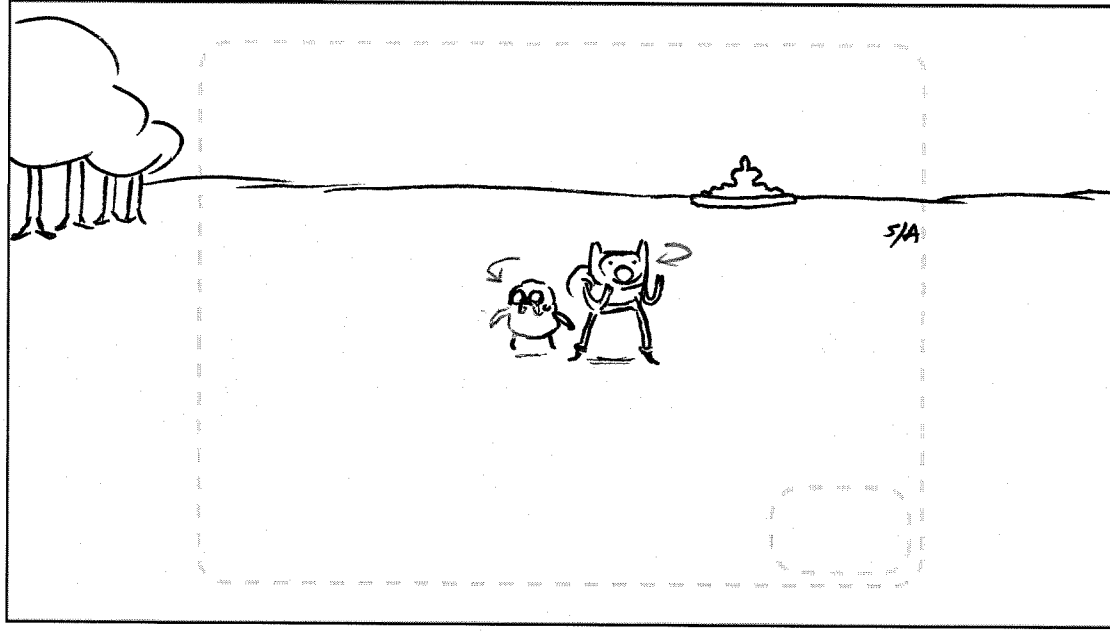


Sc. 63

Pnl. B

Bg.

day night

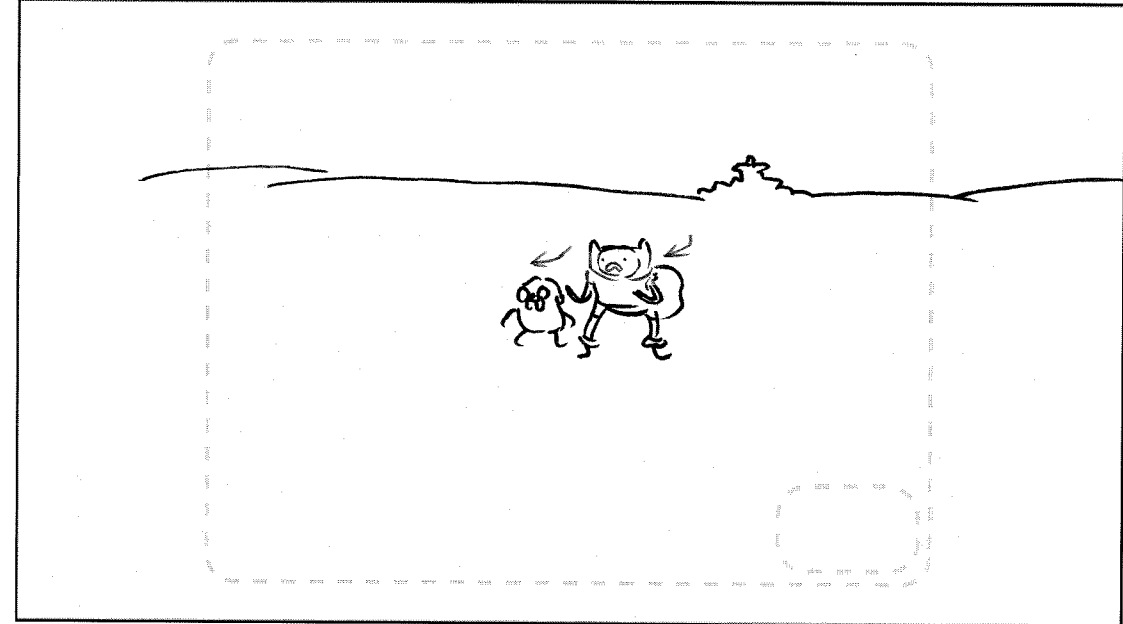


Sc. 63

Pnl. C

Bg.

day night



Dialog:	
(F:) I WANT TO CHAT IT UP WITH YOU!!	(F:) WE LOST HER!
Action:	
- / THEY TURN TO LOOK FOR HER)	
Timing:	

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ADVENTURE TIME



Sc. 64

Pnl. A

Bg.

day night

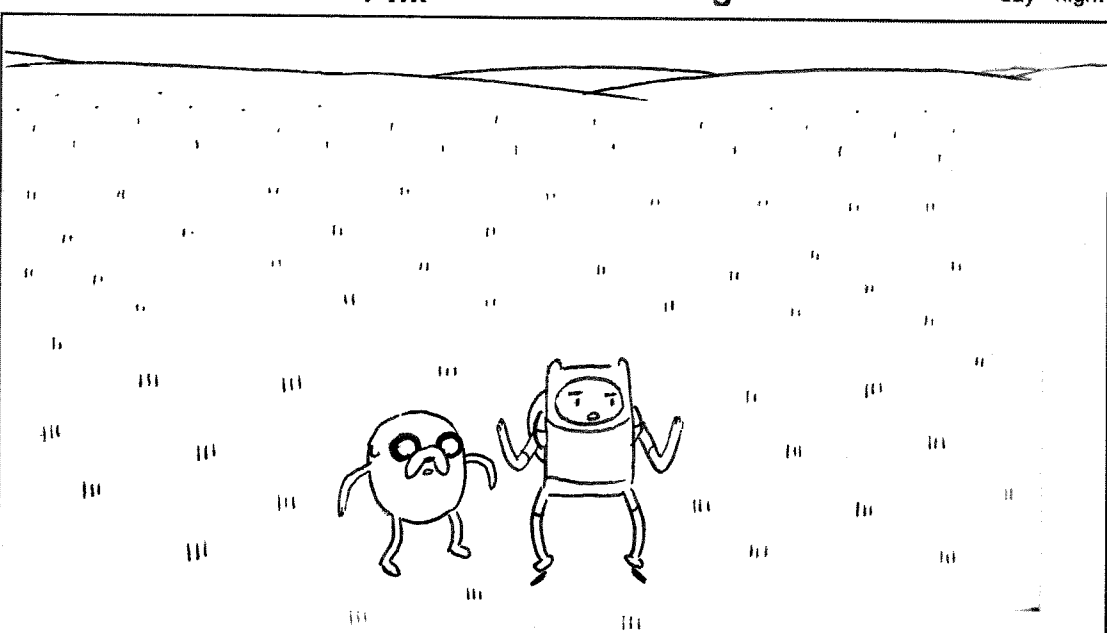


Sc. 65

Pnl. A

Bg.

day night



Dialog:

Action: FP WATCHES THEM FROM BEHIND TREE

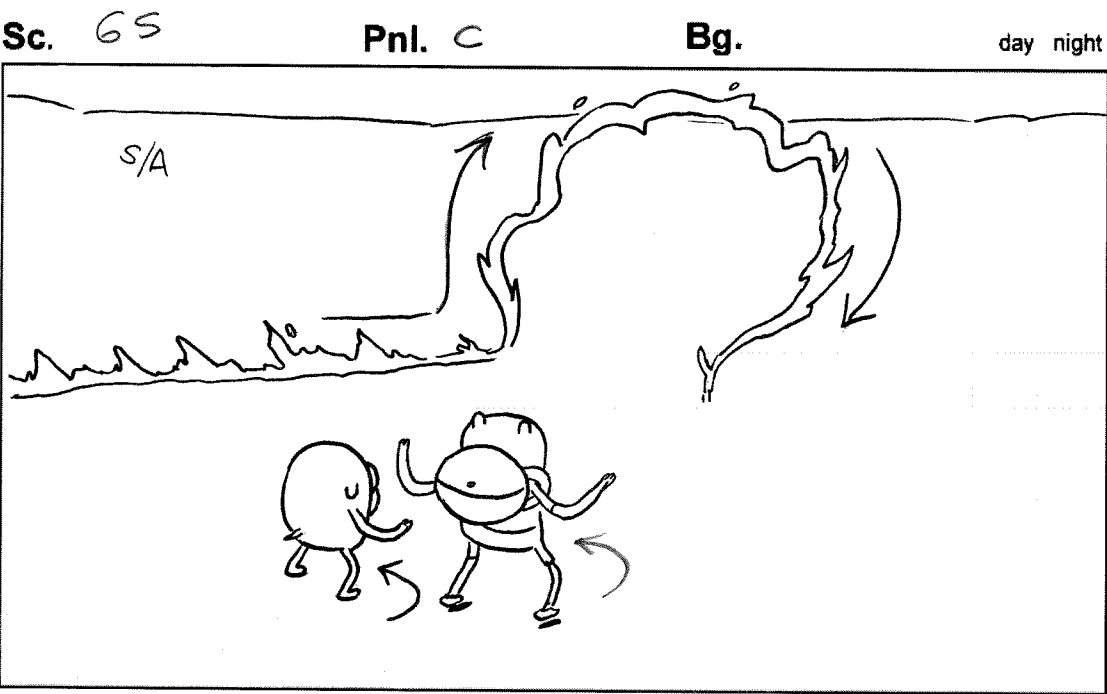
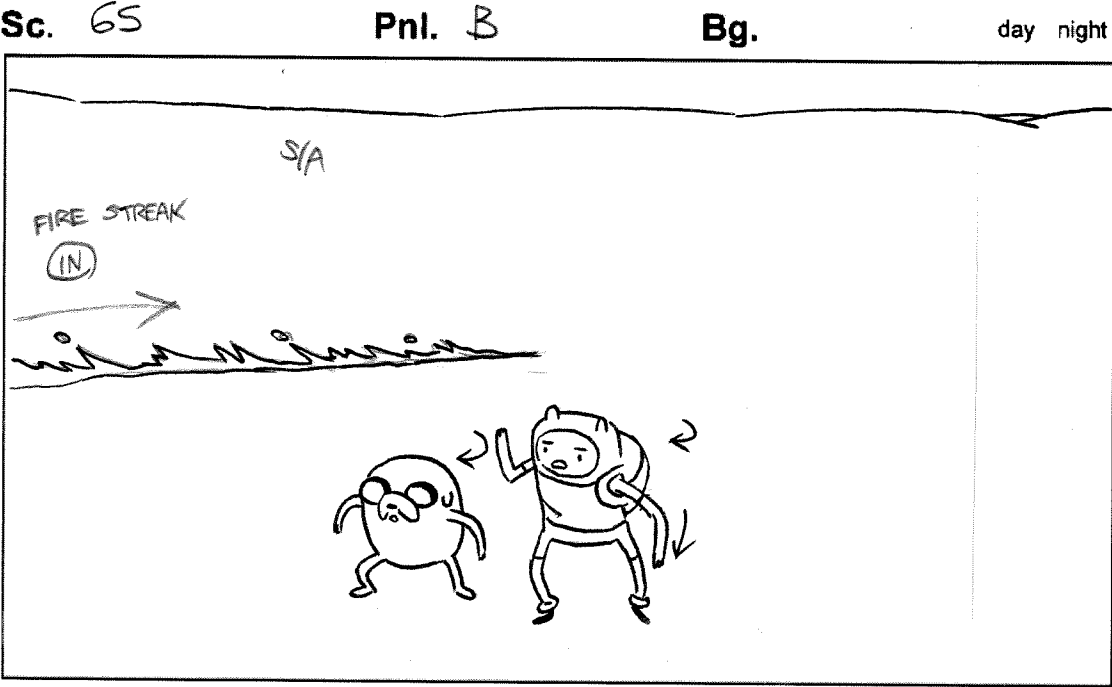
Timing:

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ADVENTURE TIME



Dialog:	
SFX: * FLAME STREAKING *	
Action:	<div>- FP ZOOMS BEHIND THEM FIRE STREAK STYLE</div> <div>- FLAME RIBBON STREAKS INTO AN ARCH</div> <div>- F+J SPIN AROUND.</div>
Timing:	

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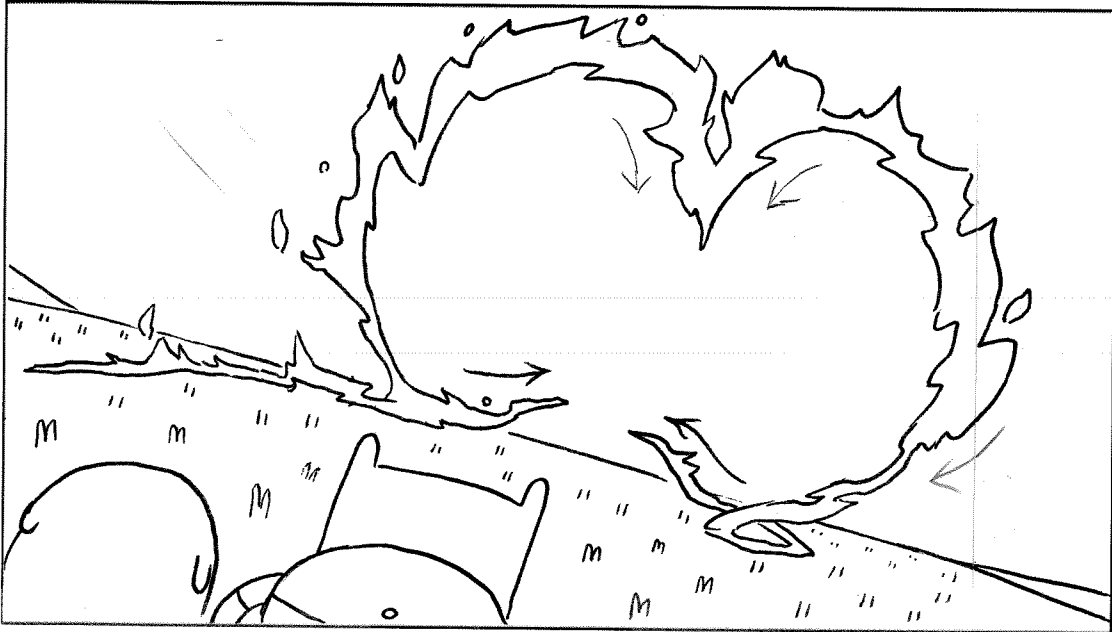


Sc. 66

Pnl. A

Bg.

day night

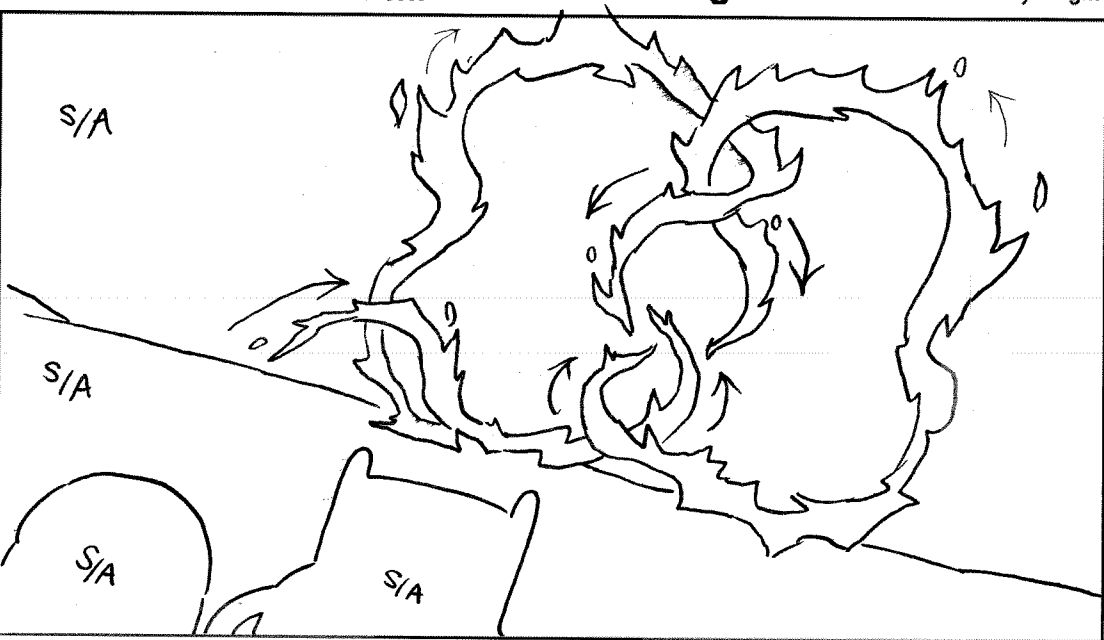


Sc. 66

Pnl. B

Bg.

day night



Dialog:	
SFX: * FIRE CRACKLING *	
Action:	- FIRE RIBBON TWISTS AT THE CENTER.
Timing:	

EPISODE # 100882
Production :



ADVENTURE TIME

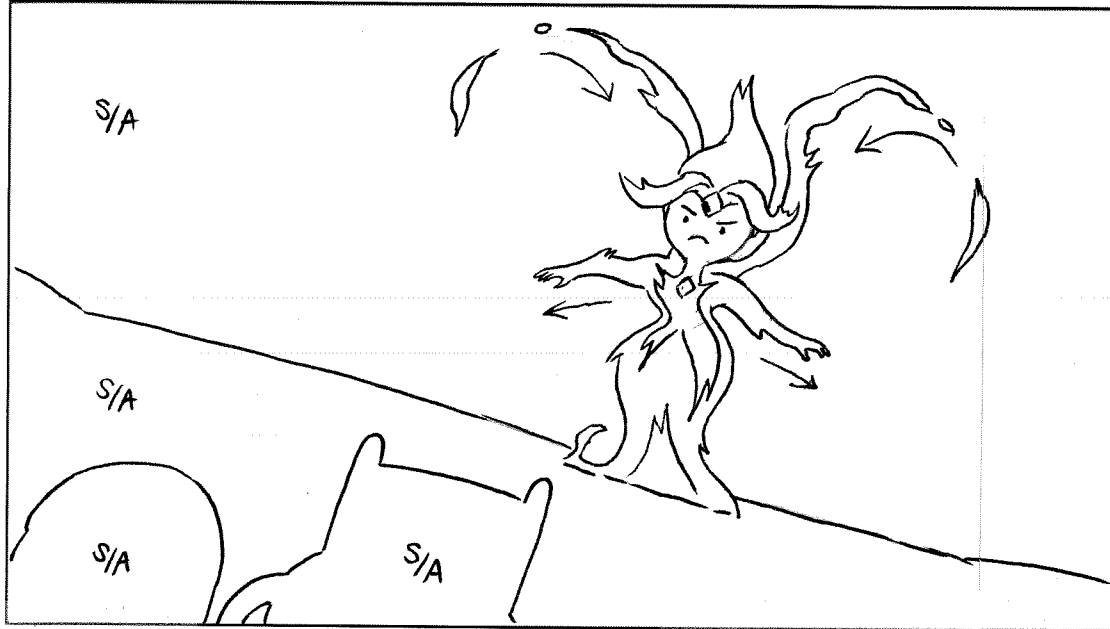
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Sc. 66

Pnl. C

Bg.

day night

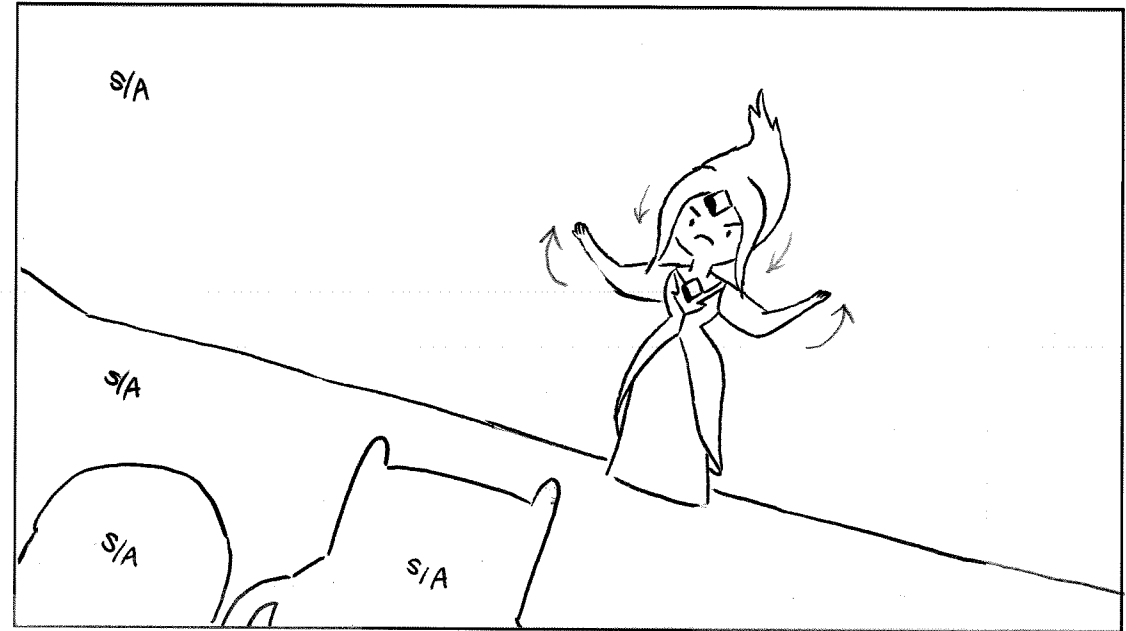


Sc. 66

Pnl. D

Bg.

day night



Dialog:

SFX: * FWOOSH! *

Action:

- FIRE RIBBON FORMS INTO FLAME PRINCESS.

- FLAME PRINCESS SUCKS FLAMES INTO HER BODY.

Timing:

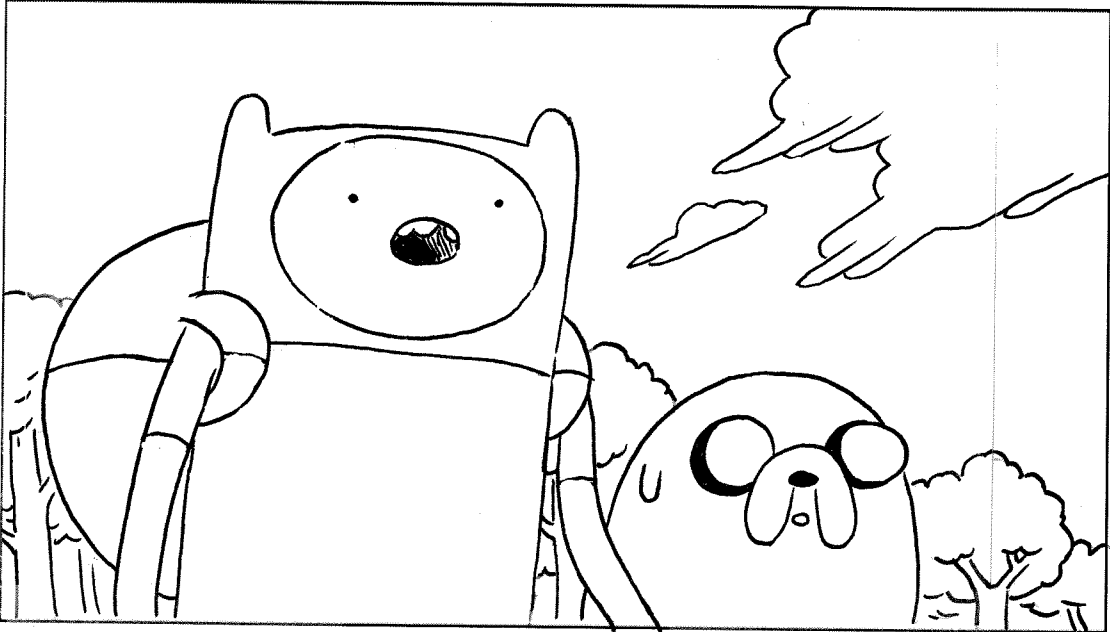
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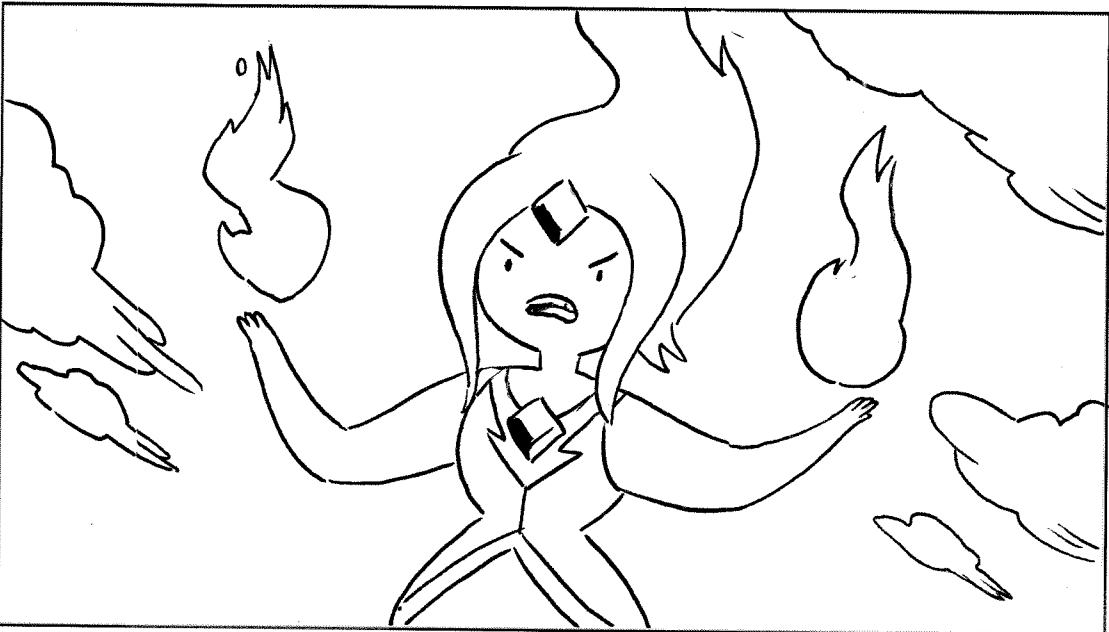
ADVENTURE TIME



Sc. 67 Pnl. A Bg. day night



Sc. 68 Pnl. A Bg. day night



Dialog:	(F:) WHOA.	(FP) I AM AMBUSHING YOU.
		ALT: RRRR
Action:	-FP FORMS TWO FIREBALLS.	
Timing:		

EPISODE # 100882

Production :

ADVENTURE TIME



Page 72

Sc. 68

Pnl. B

Bg.

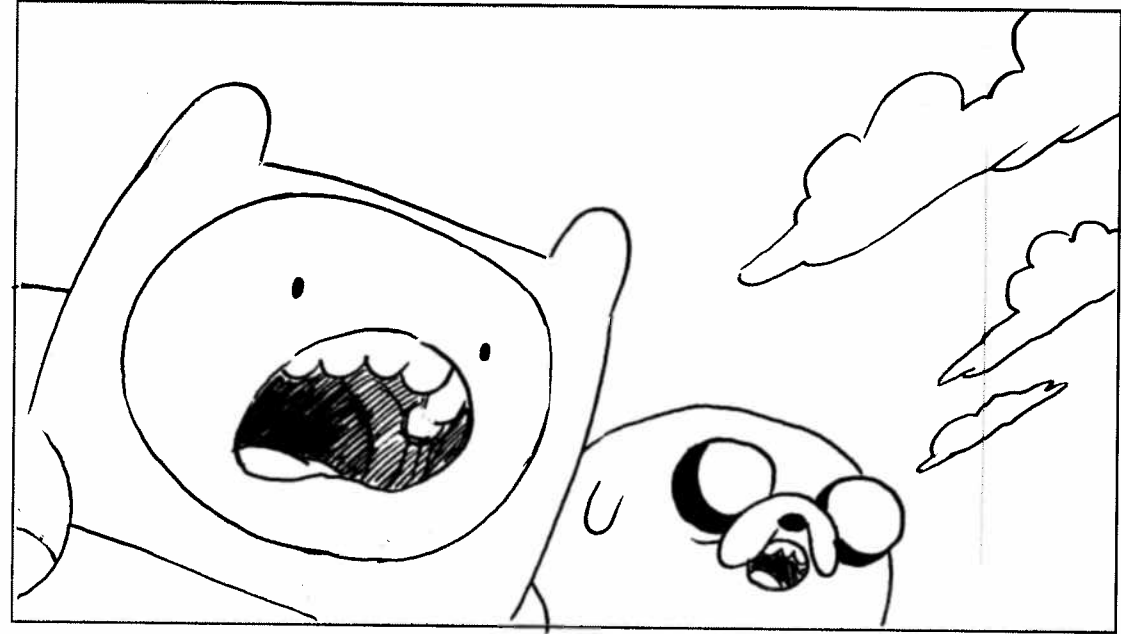
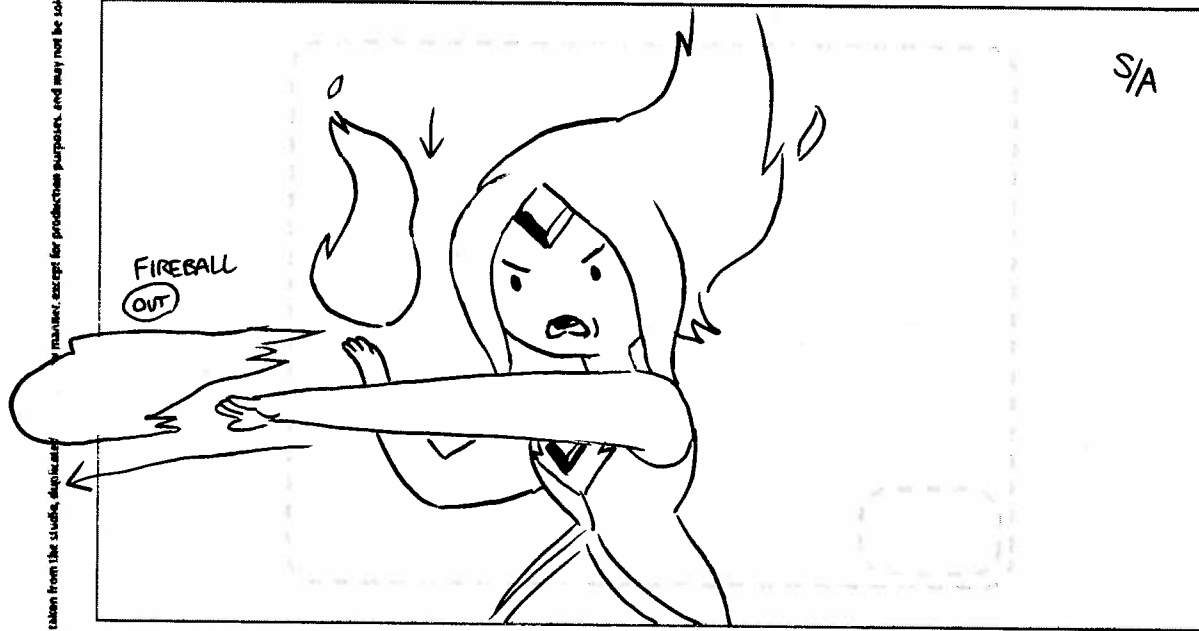
day night

Sc. 69

Pnl. A

Bg.

day night



Dialog:

(FP) RAAH!!

(F+J): AH!!

Action:

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



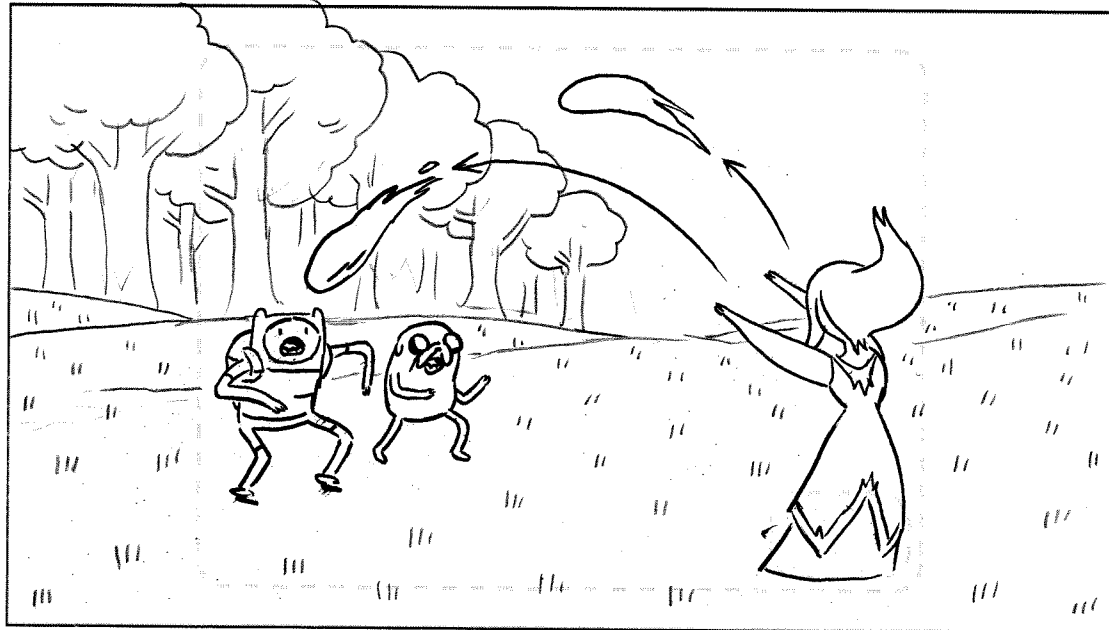
Page 73

Sc. 70

Pnl. A

Bg.

day night

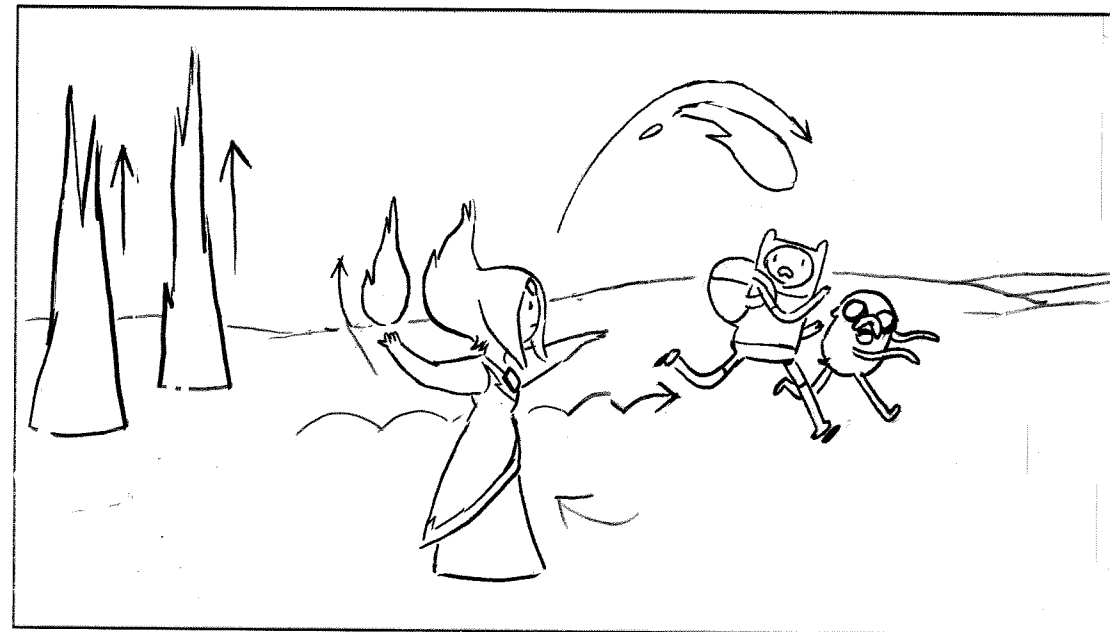


Sc. 70

Pnl. B

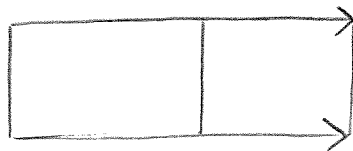
Bg.

day night



Dialog:

Action: - FP THROWS 2ND FIREBALL



- FINN & JAKE RUN RIGHT. TO ESCAPE FIRE BALLS
- 1ST & 2ND FIREBALL FLARE ON IMPACT.
- F.P. THROWS 3RD FIREBALL.
- PAN W/ FINN & JAKE ACTION

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



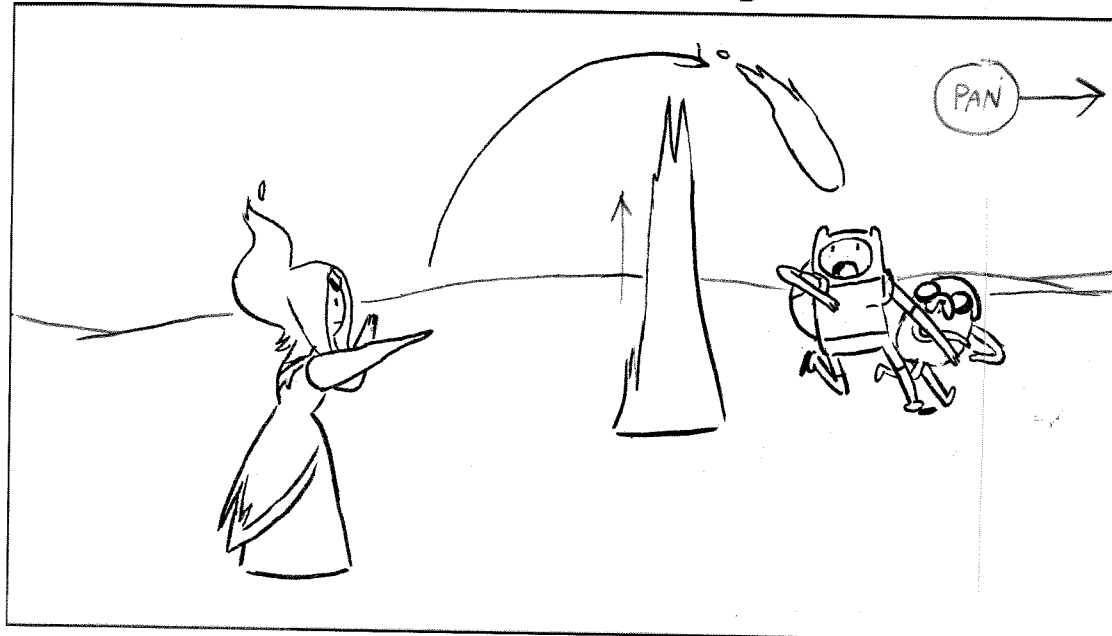
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Sc. 70

Pnl. C

Bg.

day night

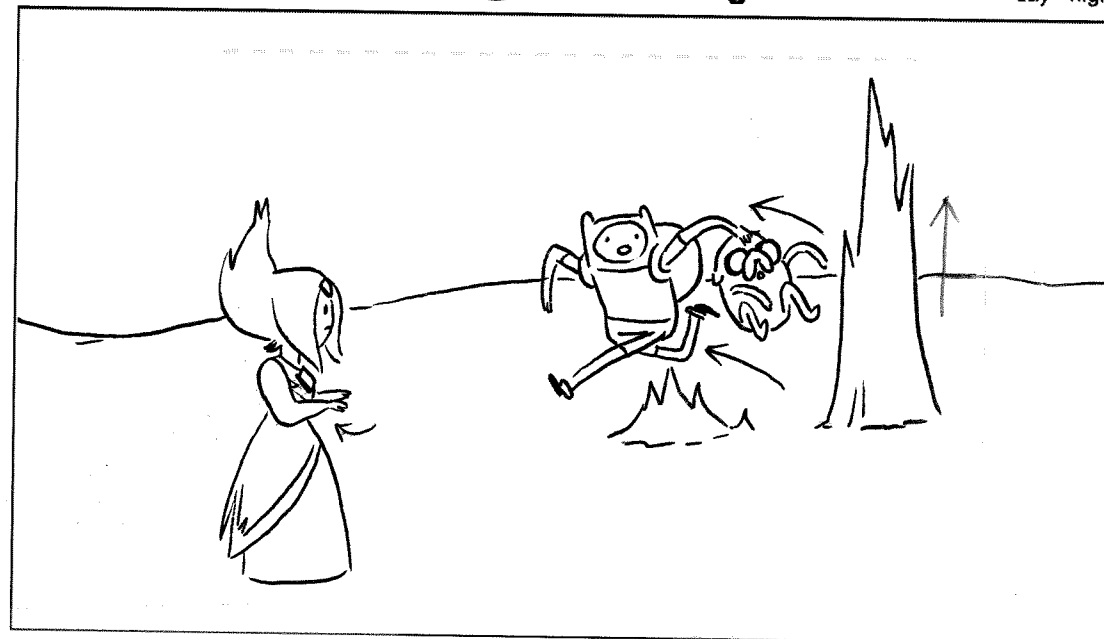


Sc. 70

Pnl. D

Bg.

day night



Dialog:

Action:

- FP THROWS 4TH FIREBALL
- 3RD FIREBALL FLARES ON IMPACT
- PAN W/ ACTION.

- FINN & JAKE DODGE 4TH FIREBALL
- 4TH FIREBALL FLARES ON IMPACT

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



Page 75

Sc. 70

Pnl. E

Bg.

day night

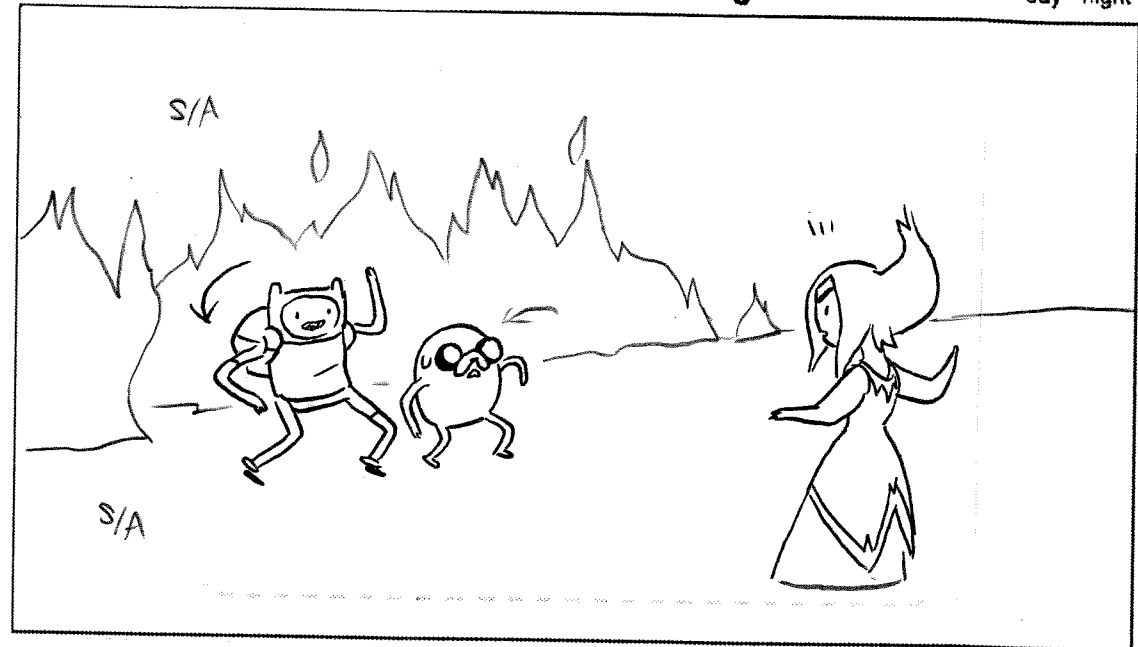


Sc. 70

Pnl. F

Bg.

day night



Dialog:

(F:) HEY,
I LIKE YOUR FIREBALLS!

Action:

-FINN + JAKE RUN BACK TO THE LEFT.
-F
-PAN W/ ACTION

-FINN & JAKE STOP SHORT OF FIRE WALL.

Timing:

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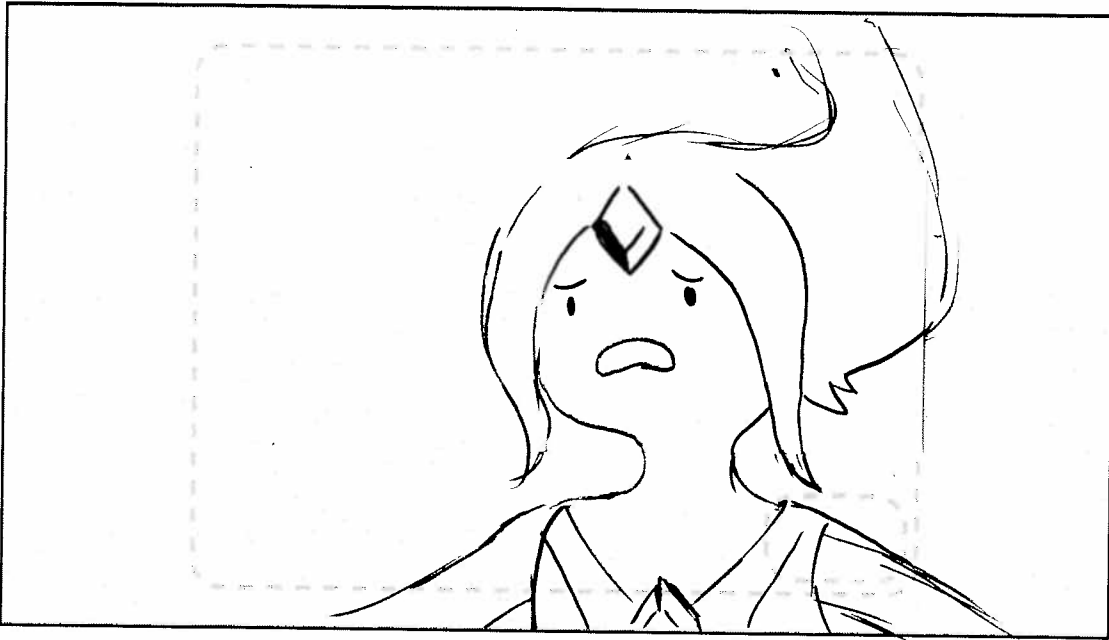


Sc. 71

Pnl. A

Bg.

day night

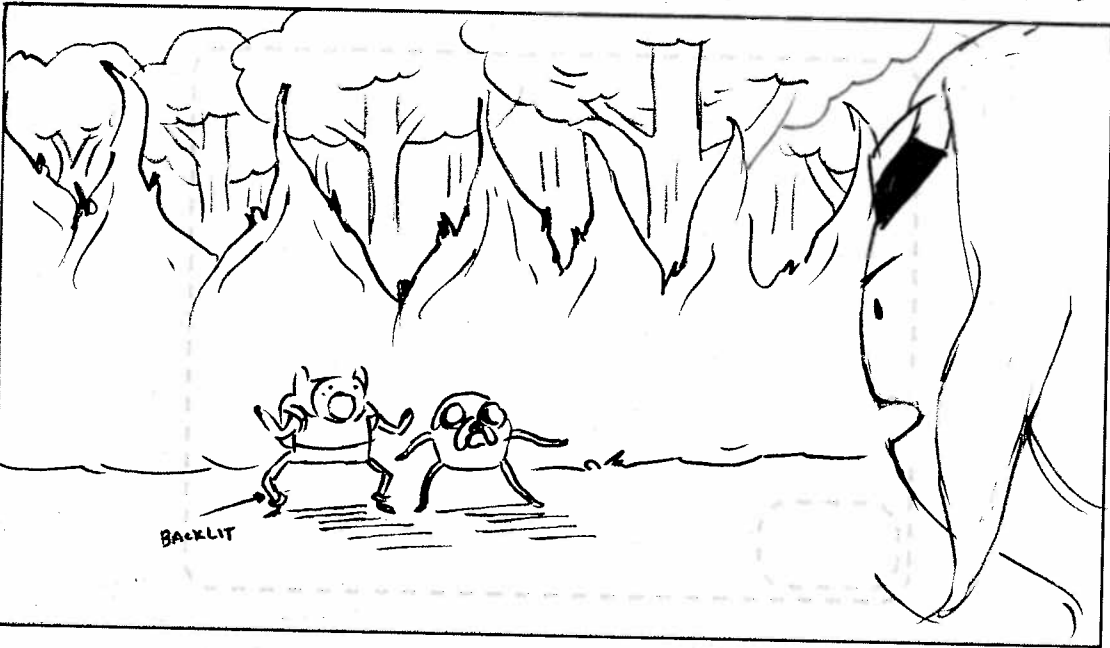


Sc. 72

Pnl. A

Bg.

day night

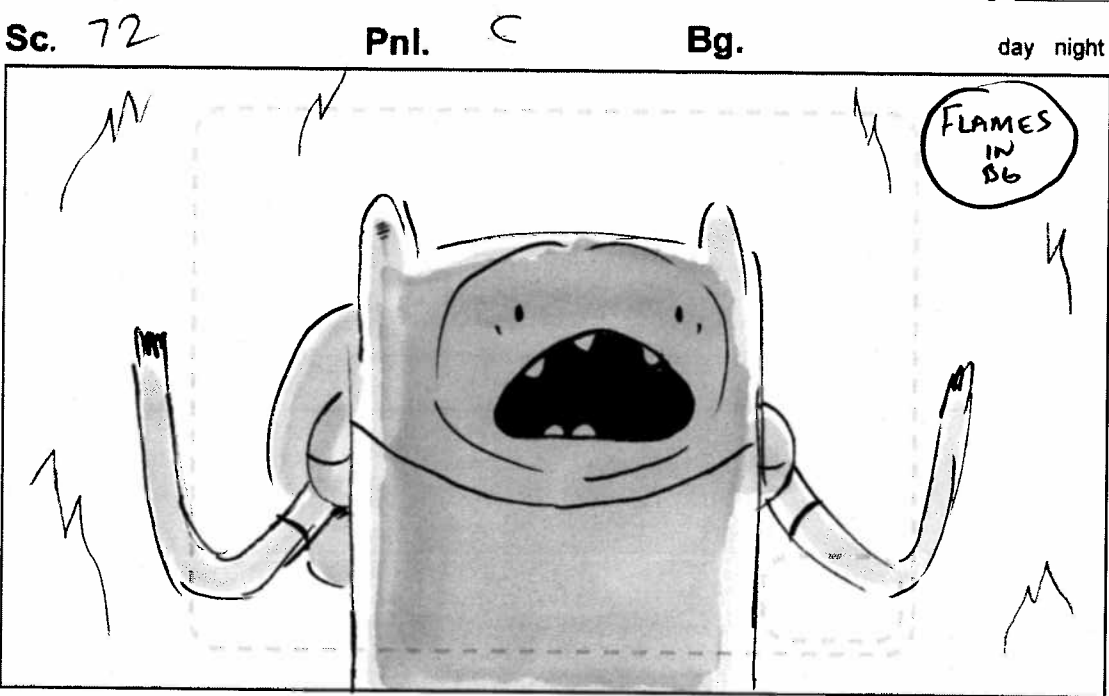
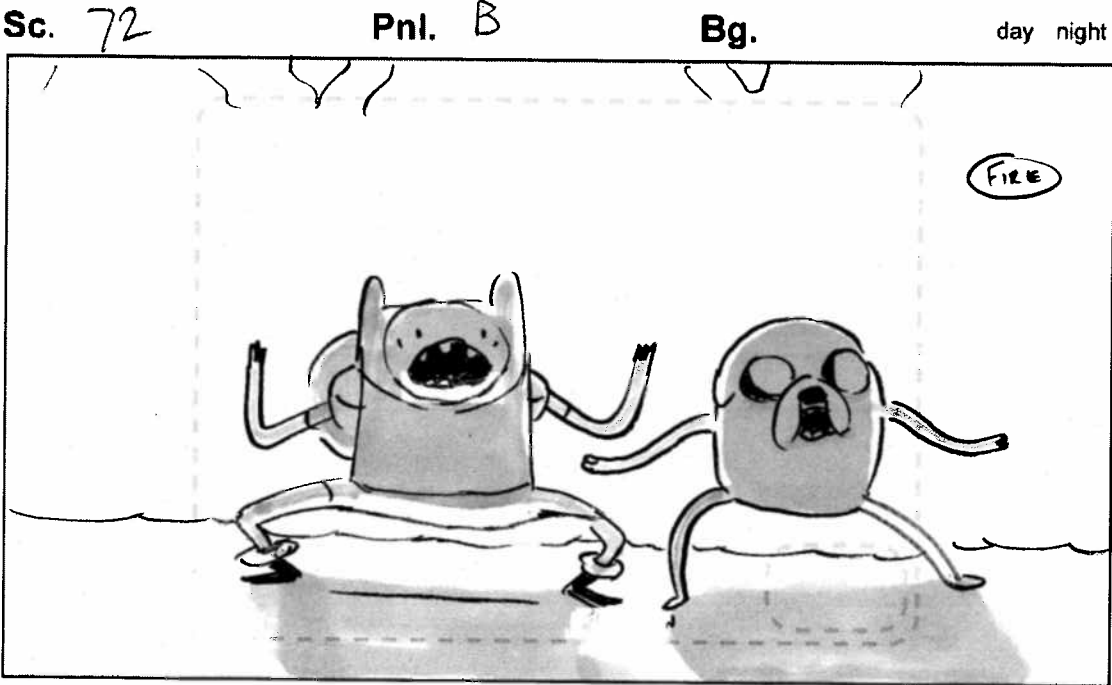


Dialog:	<p>(FP) (FRUSTRATED) RRM WHY DO YOU TORMENT ME!?</p> <p>(F) I'M NOT TRYING TO!</p>	
Action:	FP'S HAIR IS ANIMATED	-PUSH IN ON FINN
Timing:		

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ADVENTURE TIME



Dialog:	<p><u>F.</u> I JUST LIKE YOU ! I THINK I <u>LIKE</u> <u>LIKE</u> YOU !</p> <p><u>F.</u> LISTEN !</p>
Action:	<p>-PUSH IN ON FIN</p>
Timing:	

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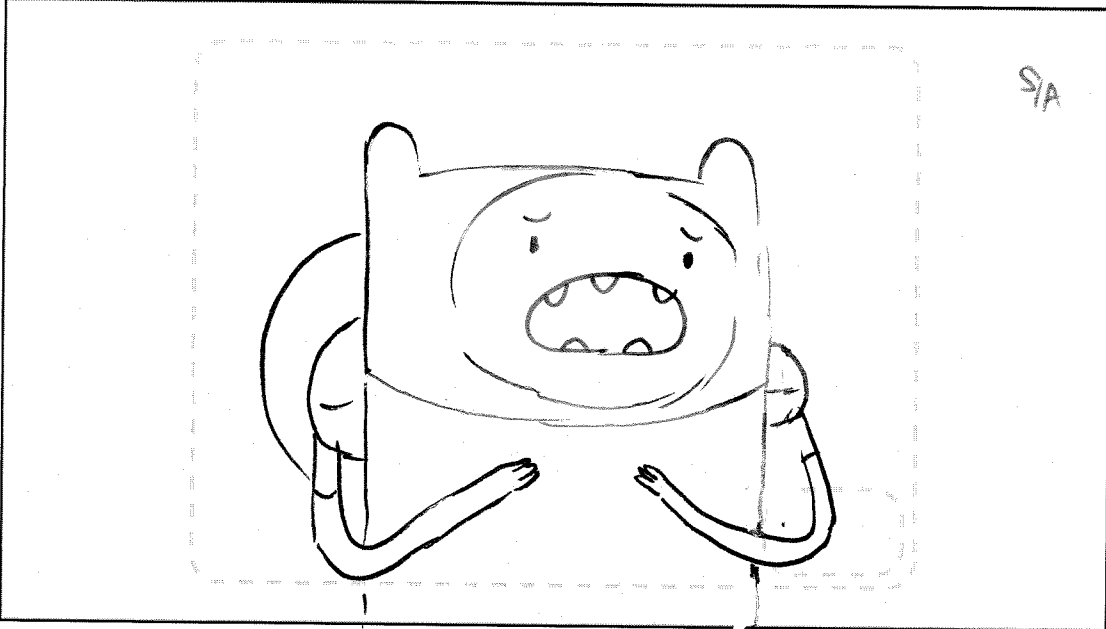


Sc. 72

Pnl. D

Bg.

day night

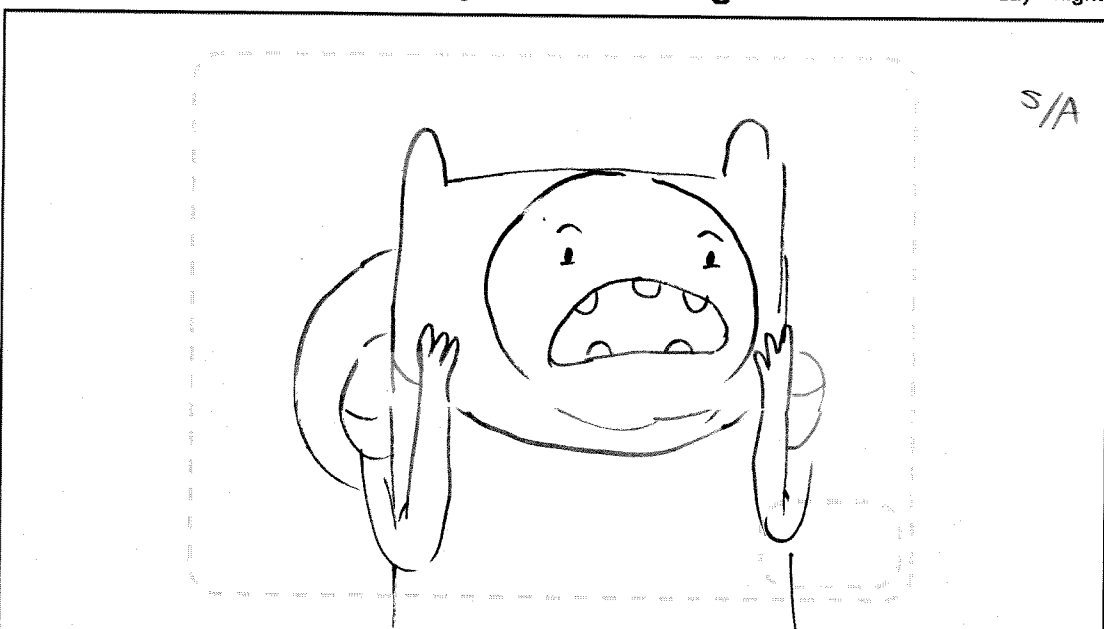


Sc. 72

Pnl. E

Bg.

day night



Dialog:	F: WHEN I LOOK AT YOU	MY BRAIN GOES ALL STUPID ↑ ALT: CRAZY.
Action:		
Timing:		

EPISODE # 100882
Production :



ADVENTURE TIME

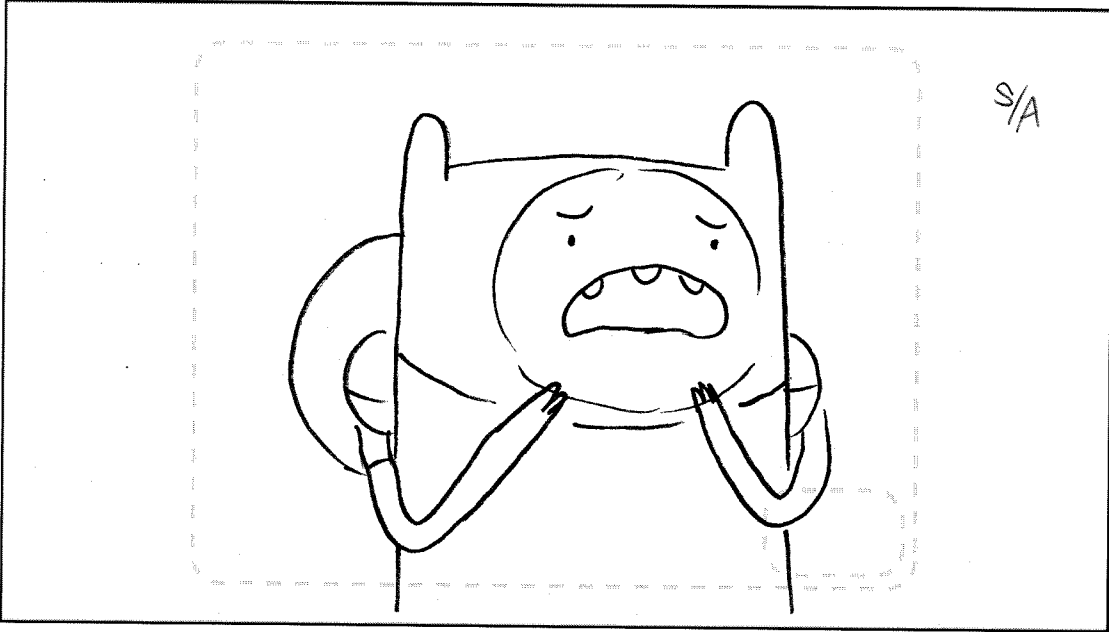
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Sc. 72

Pnl. F

Bg.

day night

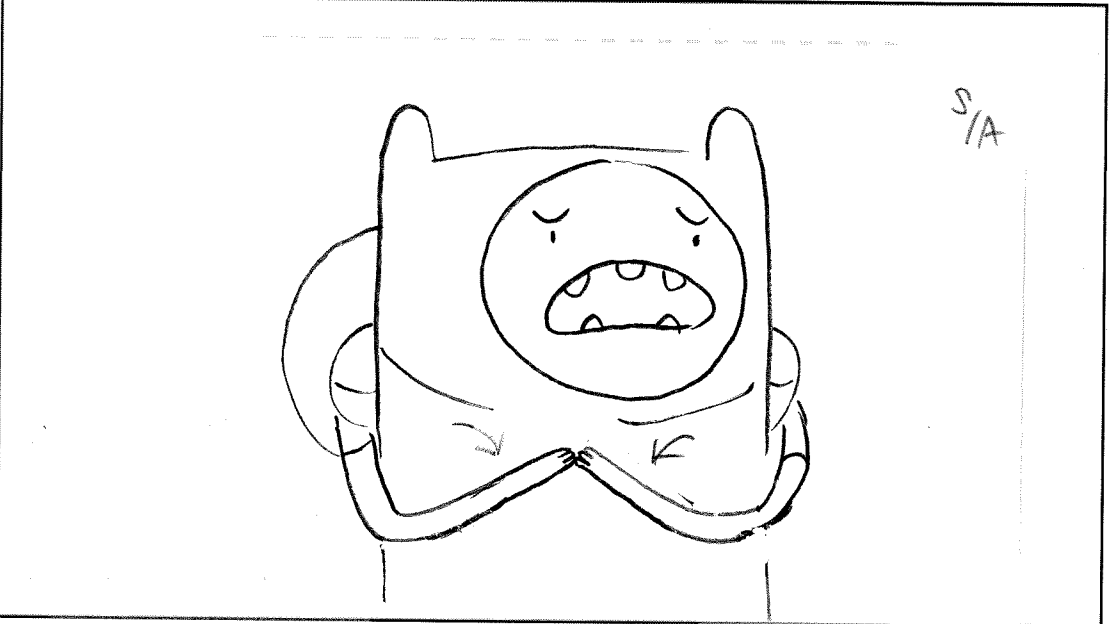


Sc. 72

Pnl. G

Bg.

day night



Dialog:

① F AND I JUST WANT TO HUG YOU

① F AND SIT ON THE COUCH AND
② PLAY BMO WITH YOU!

Action:

Timing:



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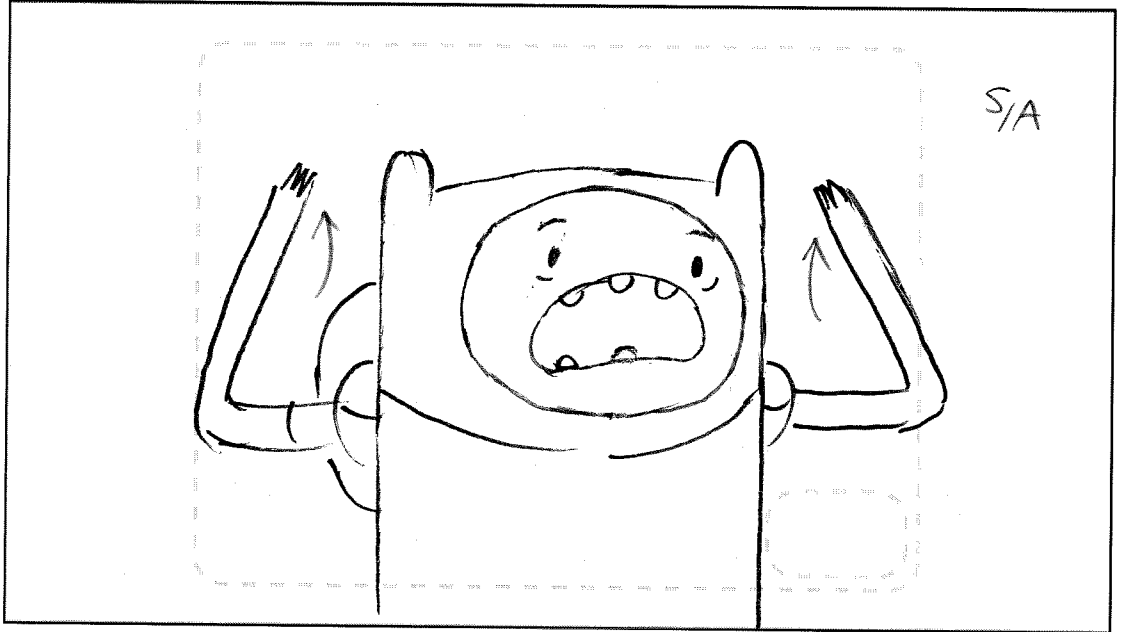
ADVENTURE TIME



Sc. 72 Pnl. H Bg. day night



Sc. 72 Pnl. I Bg. day night



Dialog:	
Ⓕ I CAN'T EXPLAIN WHY, BUT ---	Ⓕ I'VE NEVER FELT THIS WAY AND I THINK WE SHOULD BE TOGETHER!!!
Action:	
Timing:	

EPISODE # 100882
Production :

ADVENTURE TIME



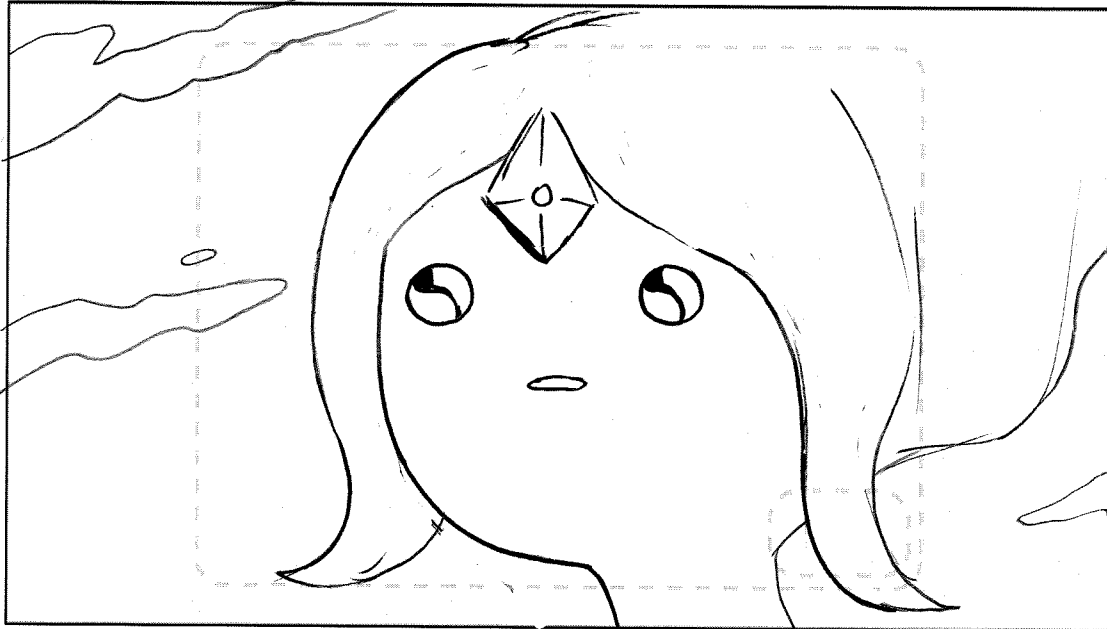
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Sc. 73

Pnl. A

Bg.

day night

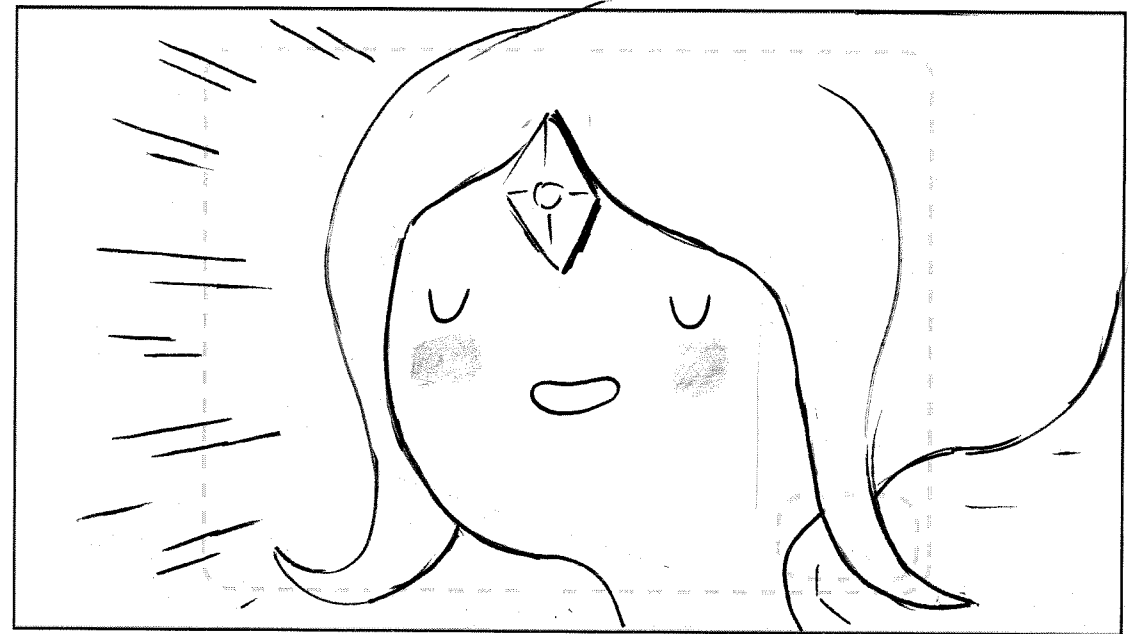


Sc. 73

Pnl. R

Bg.

day night



Dialog:

(FP) I... I THINK I LIKE YOU TOO

Action:

- F.P.'S EYES SPARKLE

- F.P. BEGINS TO GLOW

- F.P. CLOSSES HER EYES AND "BLUSHES"

Timing:

EPISODE # 100882

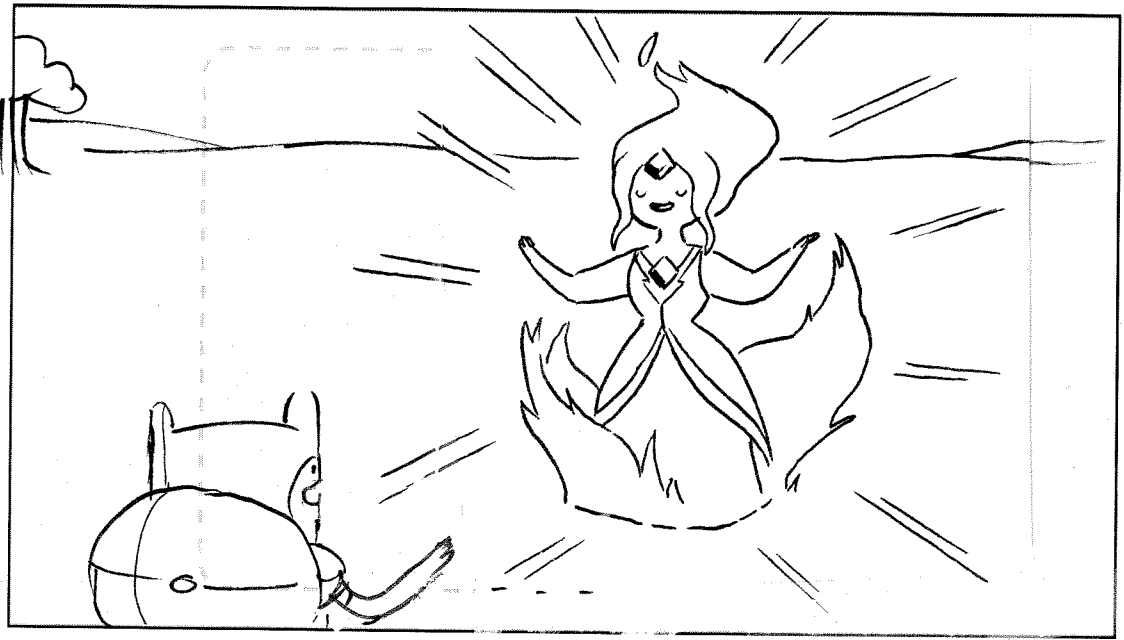
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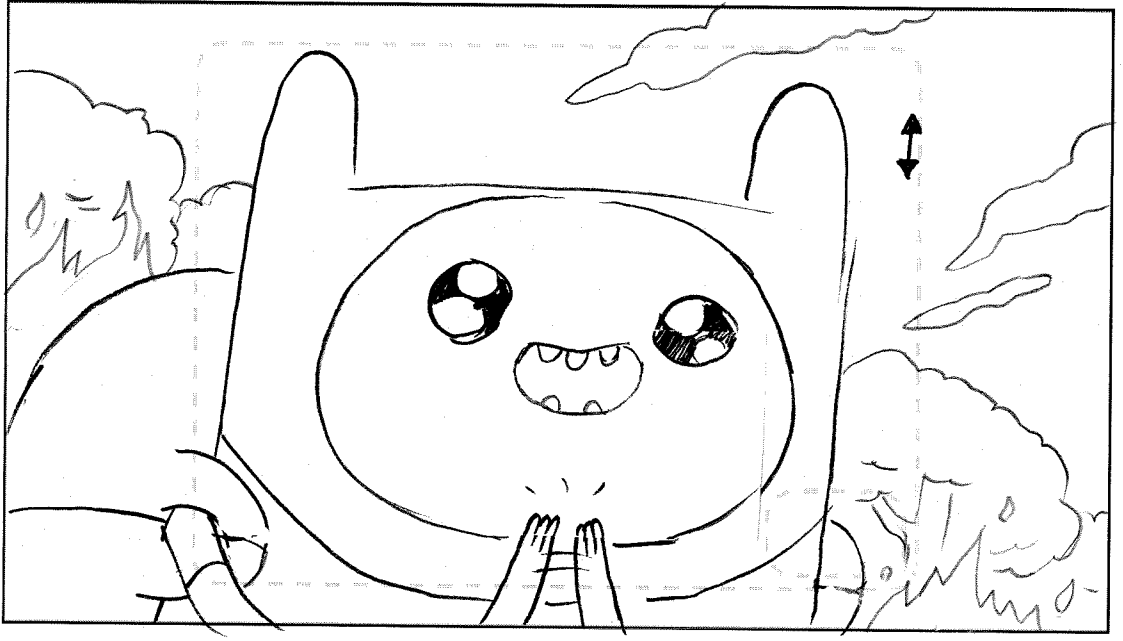
ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:	f- hahahaha hahaha sfx- claps! claps! claps! claps!
Action:	- F.P. GLAWS HOTTER & BRIGHTER. - FINN Jumps up and down excitedly, - claps rapidly.
Timing:	

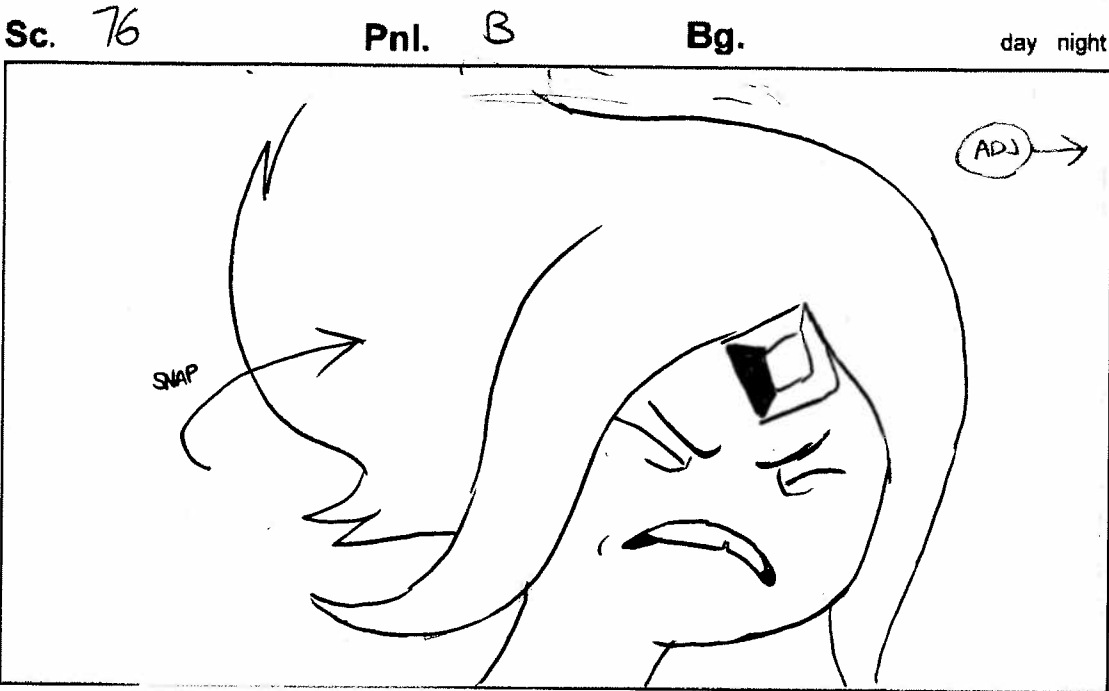
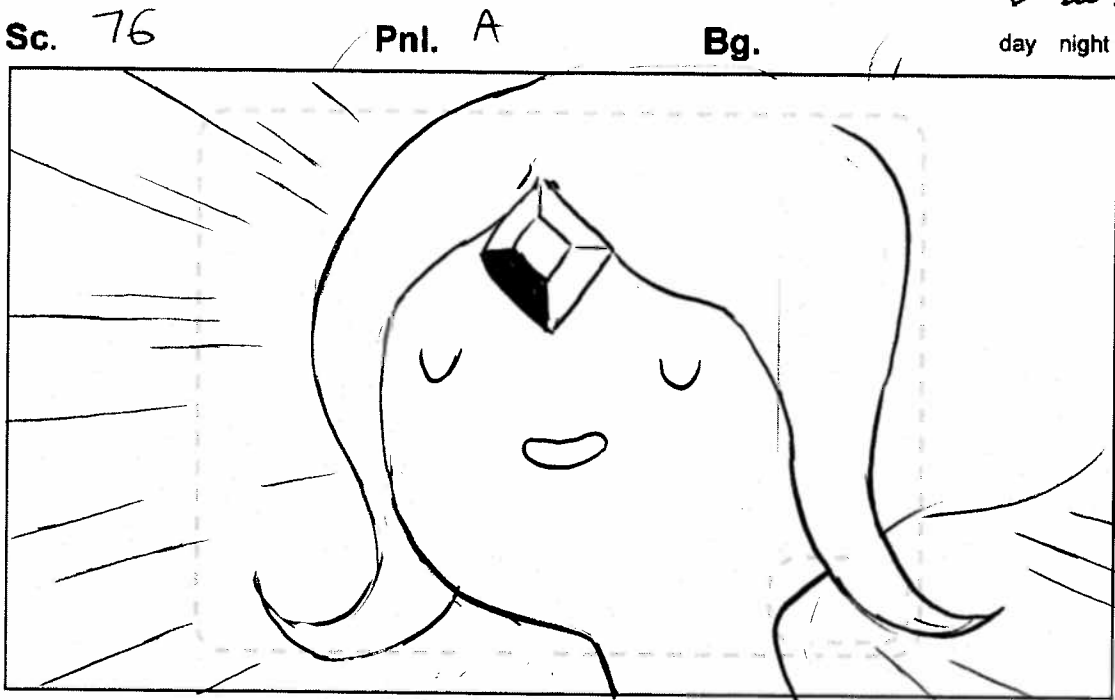
EPISODE # 100882
Production :

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ADVENTURE TIME



Page 83



Dialog:

(F:) (O/S) HA HA - YEAH, WE'RE IN LIKE!! (F.P) RRRGH!!

Action:

- F.P. GLOWS BRIGHTLY.

- FLAME PRINCESS TURNS AWAY IN REJECTION.

- GLOW DIES OUT

- ADJ. W/ ACTION.

Timing:

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ADVENTURE TIME



Page 84

Sc. 77

Pnl. A

Bg.

day night



Sc. 77

Pnl. B

Bg.

day night



Dialog:

(FP) Enough!

(FP) YOU SHOULD NOT TOY WITH THE
EMOTIONS OF A FIRE ELEMENTAL!

Action:

- FP. FLAMES TURN ANGRY.

Timing:

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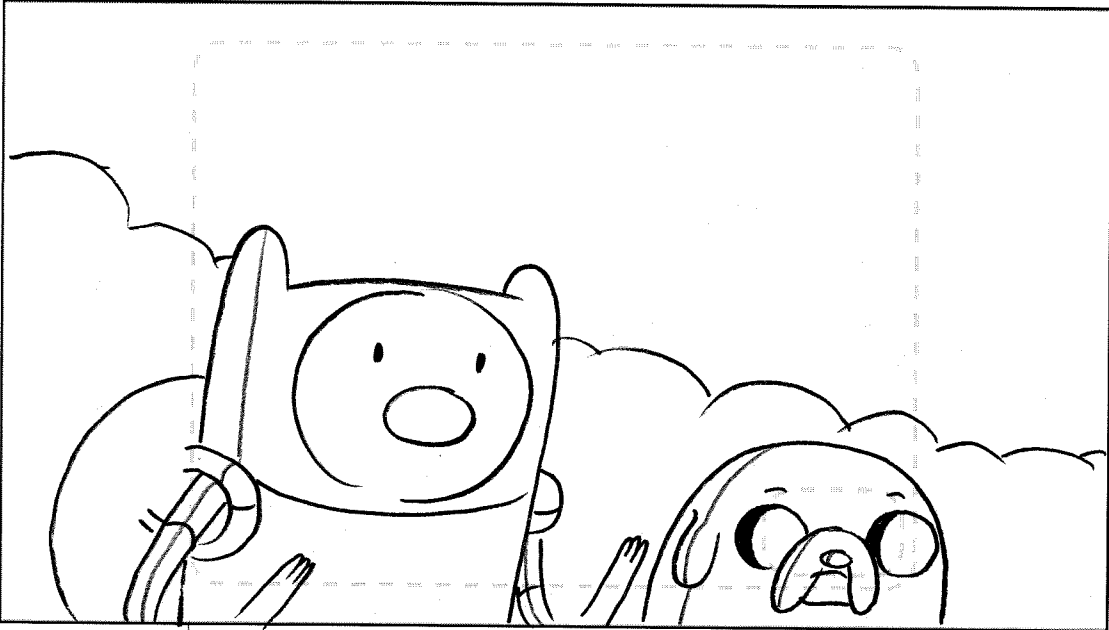


Sc. 78

Pnl. A

Bg.

day night

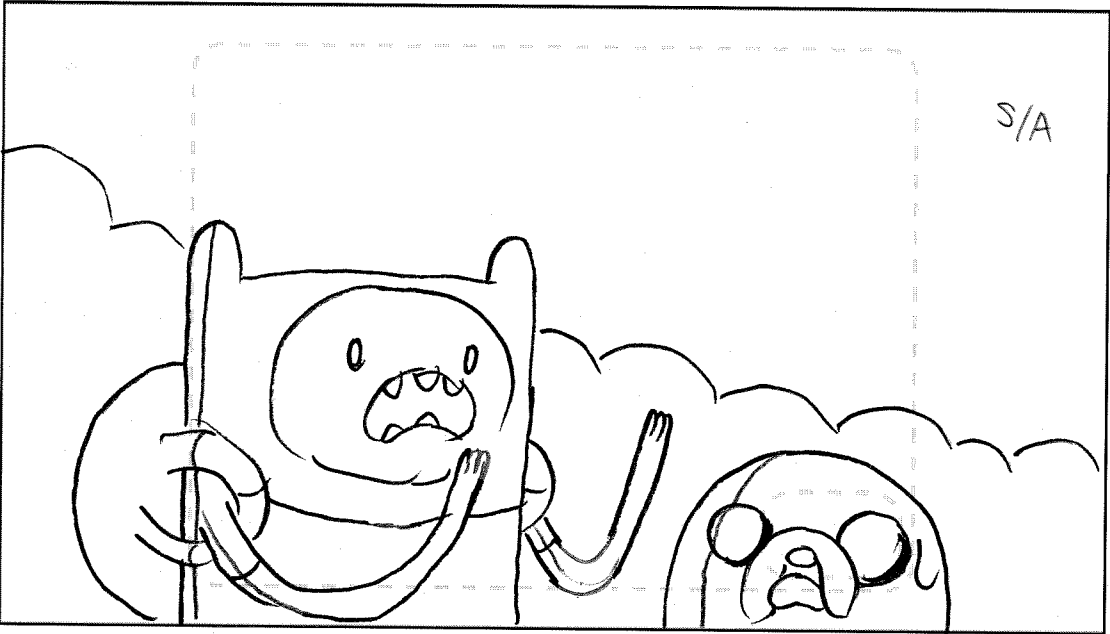


Sc. 78

Pnl. B

Bg.

day night



Dialog:

FP-(OS) MY EMOTIONS ARE BOUND
IN HEAT AND FLAME

F- WAIT! WAIT! I
REALLY DIDN'T--

Action:

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



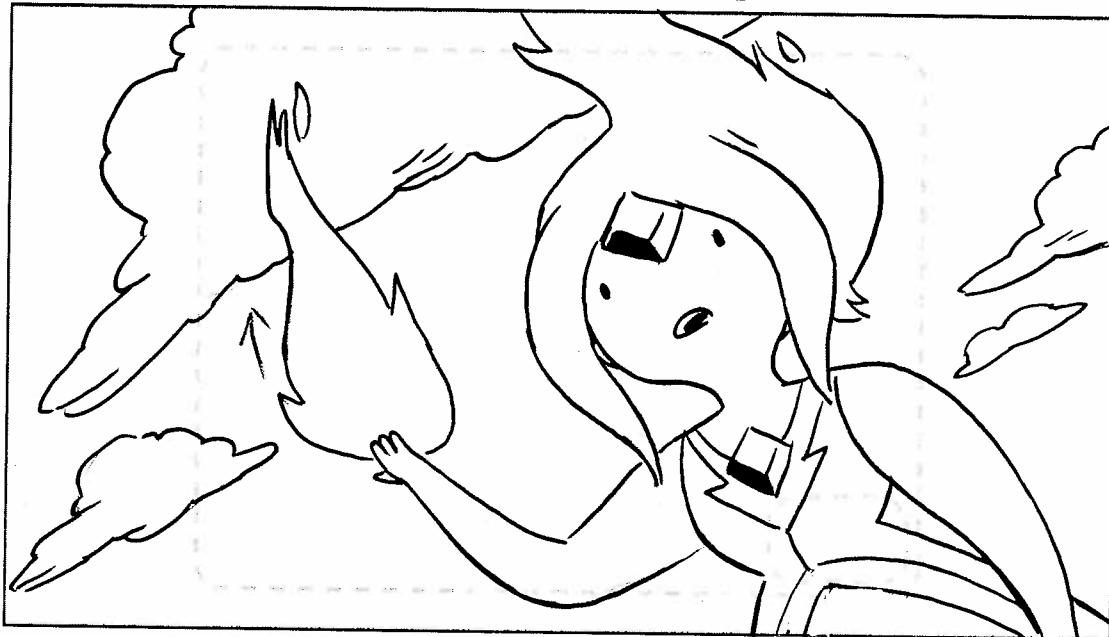
Page 86

Sc. 79

Pnl. A

Bg.

day night

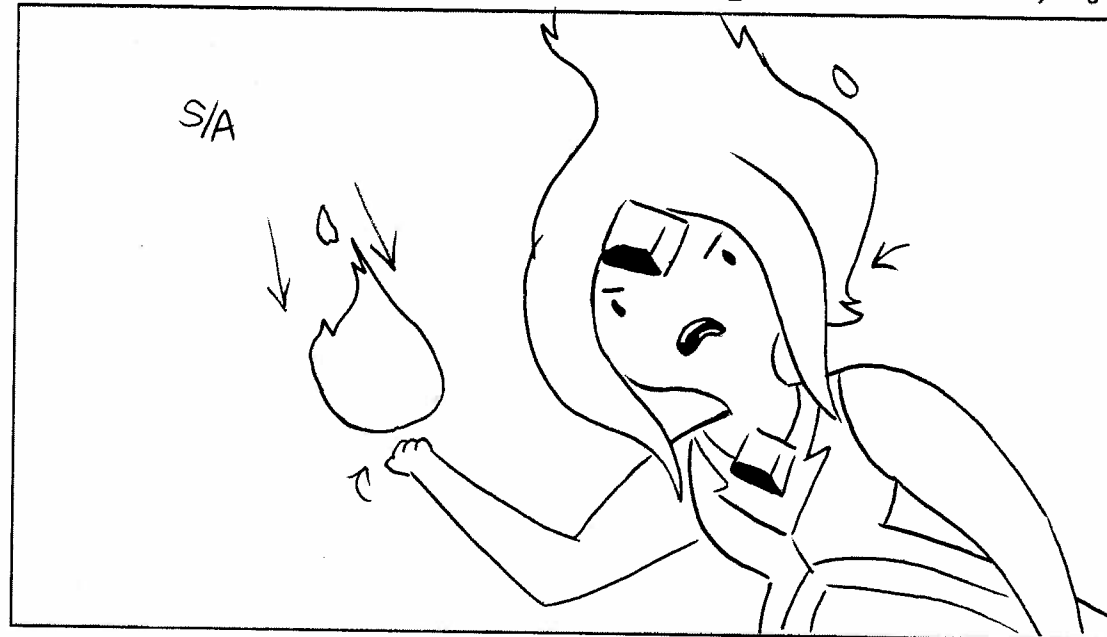


Sc. 79

Pnl. B

Bg.

day night



Dialog:

(FP)

YOU, TOLD ME YOU LIKED ME ...
AND YOU MADE MY FLAME GROW BRIGHTER

(FP)

BUT THEN YOU PUT ME OUT ...

Action:

- FP. FORMS A FIREBALL IN HER HAND.

- FP CLOSES HER HAND AND THE FIREBALL GETS SMALLER

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



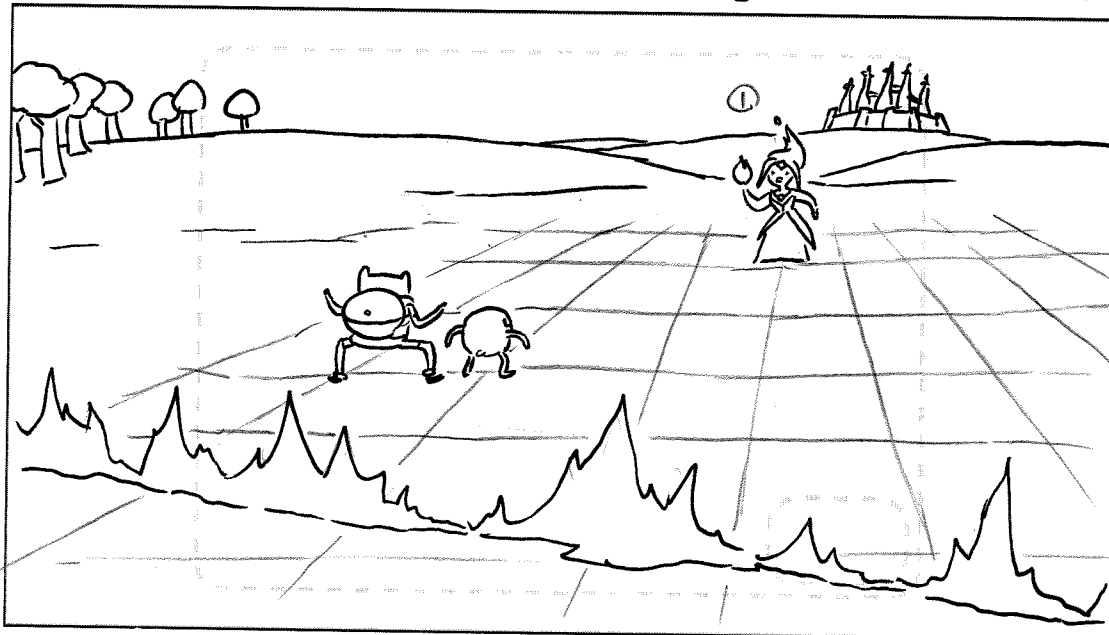
Page 87

Sc. 80

Pnl. A

Bg.

day night

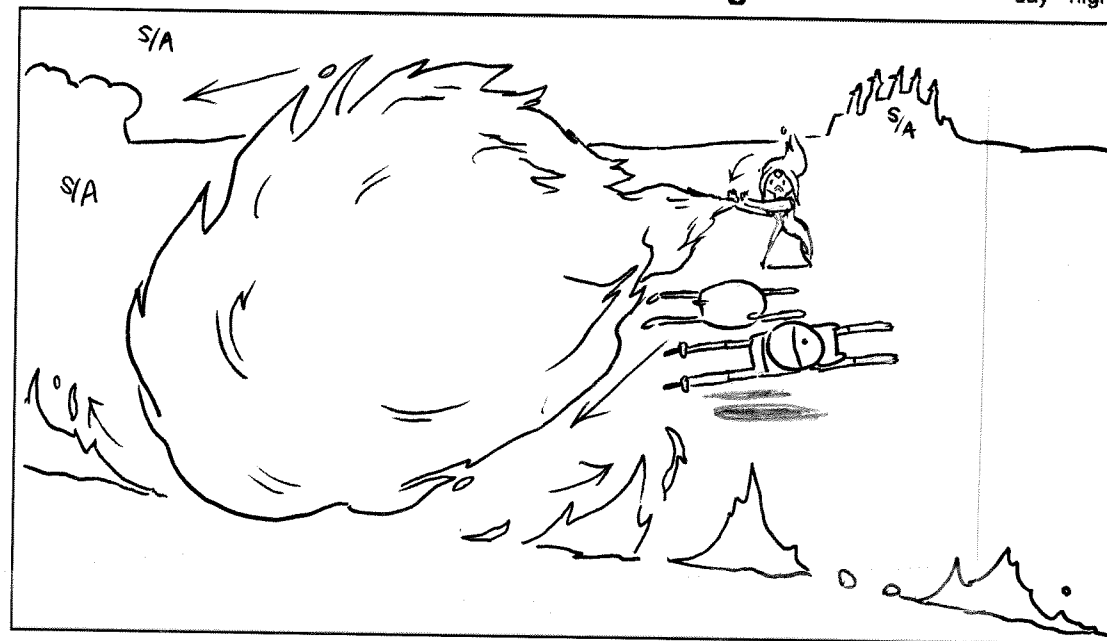


Sc. 80

Pnl. B

Bg.

day night



Dialog:

(FP) ① WHICH ② HURT...

(F+J) GYAH

Action:

-FP FLINGS HUGE FIREBALL AT FINN

Timing:



EPISODE # 100882

Production :

ADVENTURE TIME



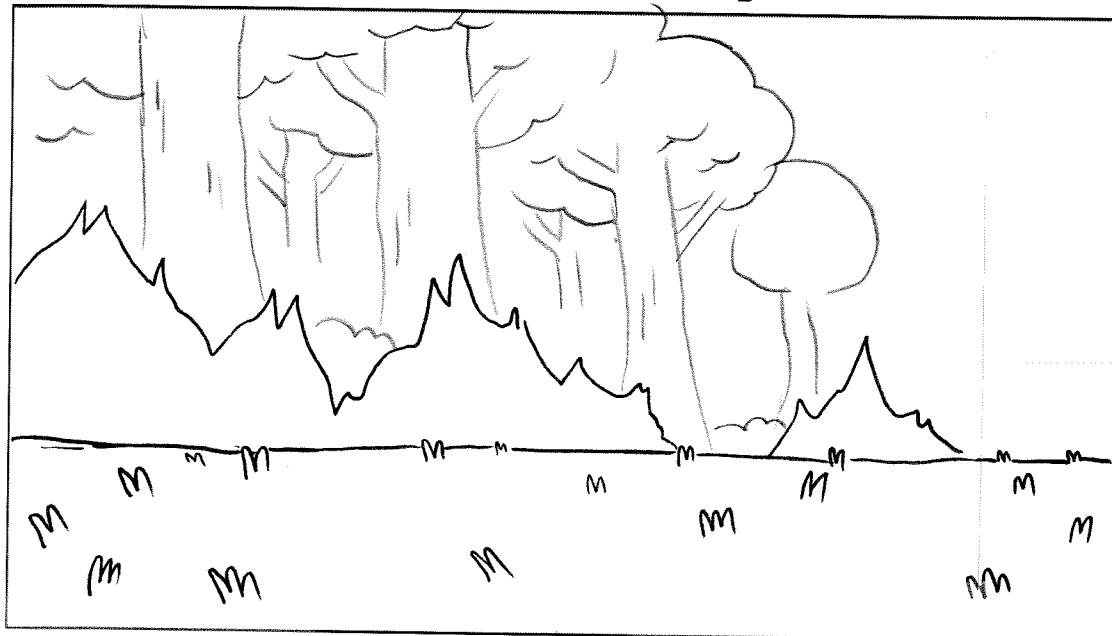
Page 88

Sc. 81

Pnl. A

Bg.

day night

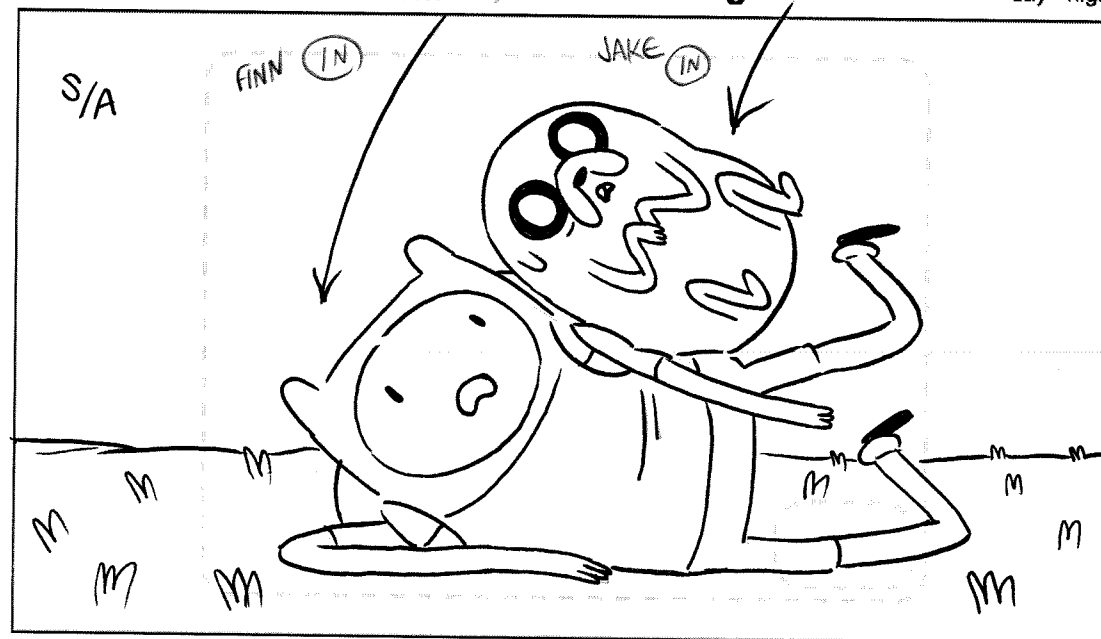


Sc. 81

Pnl. B

Bg.

day night



Dialog:

(F+J) [LANDING GRUNT]

SFX: *FWUMP*

Action:

- FLAMES START TO DIE OUT.

-F+J FALL ON/S AND HIT THE GROUND.

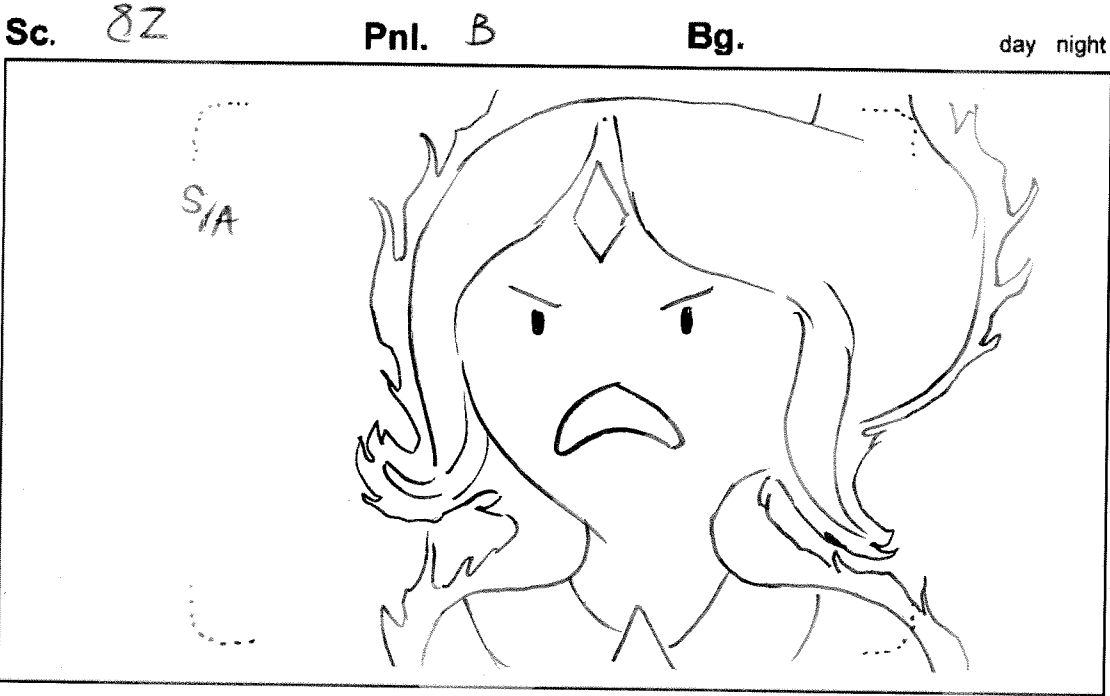
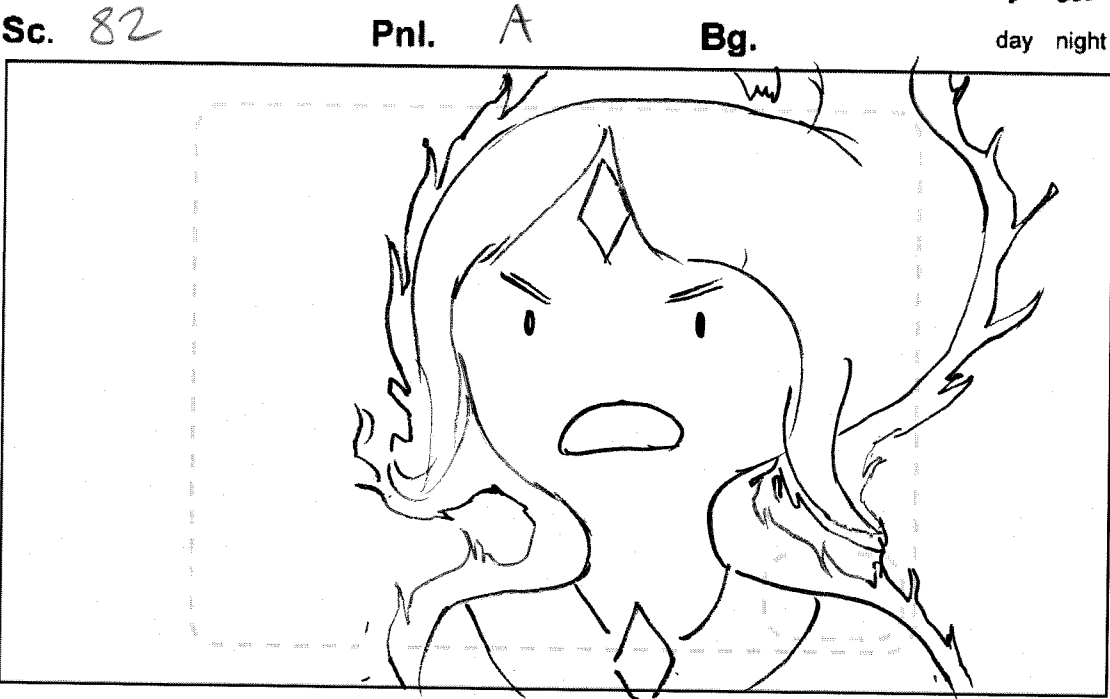
Timing:

100882

EPISODE #

Production :

ADVENTURE TIME



Dialog: (FP) YOU'RE TRYING TO IMPEDE ME, THAT MUST BE YOUR PURPOSE.

(FP) BUT FIRE'S PURPOSE IS TO BURN.

Action:

Timing:

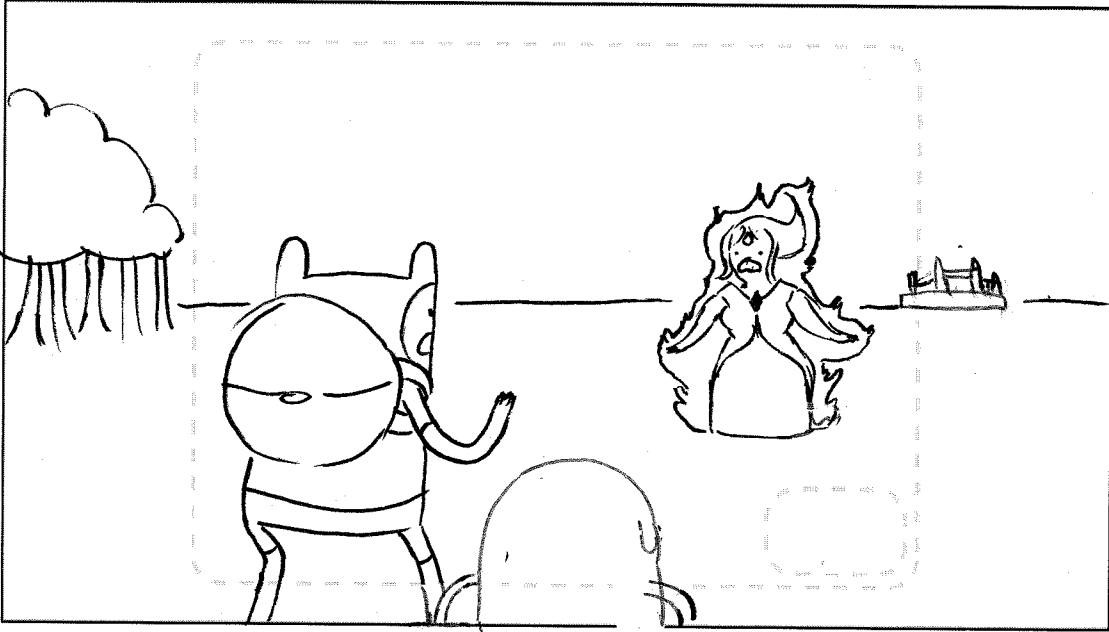
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EPISODE # 100882
Production :

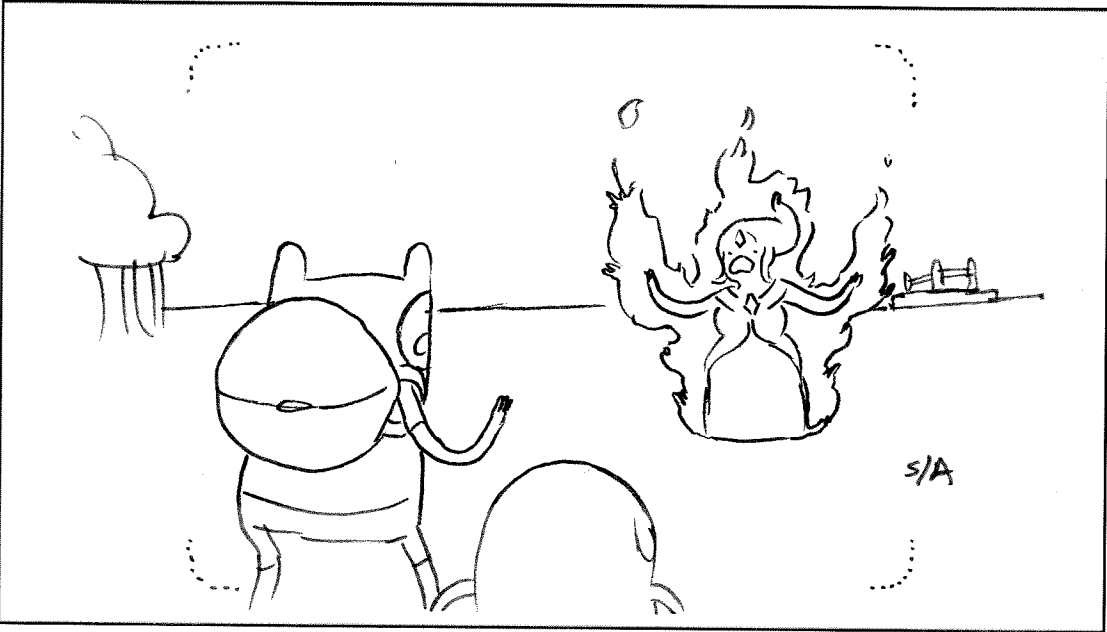
ADVENTURE TIME



Sc. 83 Pnl. A Bg. day night



Sc. 83 Pnl. B Bg. day night



Dialog:	
(FP) SO I'M GOING TO TURN THIS LAND INTO...	FP. MY FIRE KINGDOM
Action:	- FP RAISES HER ARMS - FIRE GLOWS BRIGHTER & LARGER
Timing:	

ADVENTURE TIME

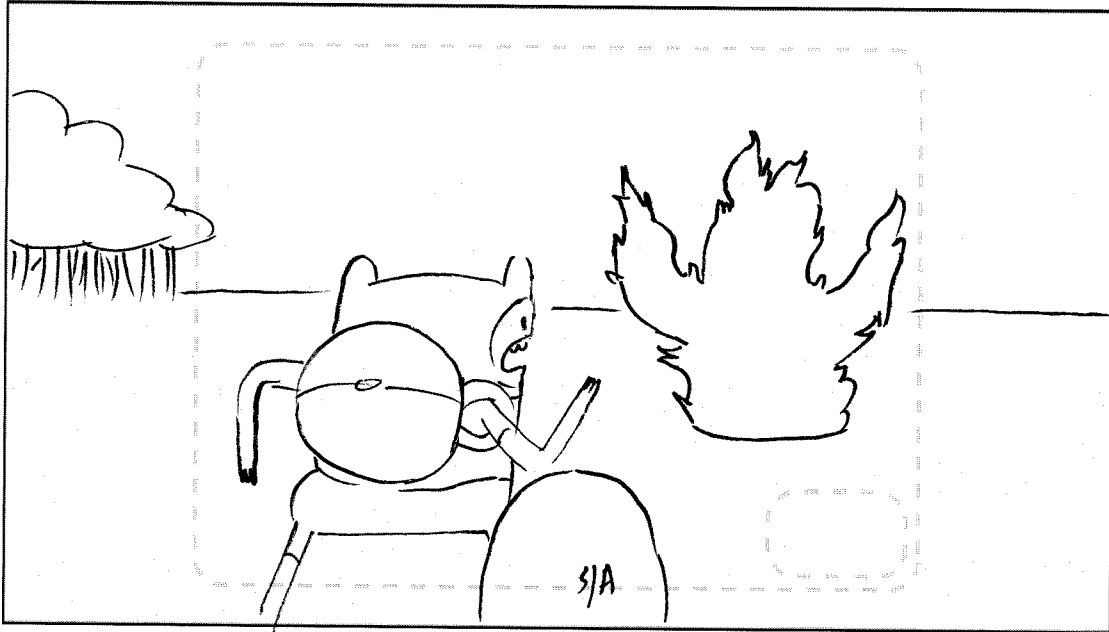


Sc. 83

Pnl. C

Bg.

day night



Sc. 84

Pnl. A

Bg.

day night



Dialog:

F- NO!

F- I ... I CAN'T LET YOU

Action:

Timing:



ADVENTURE TIME

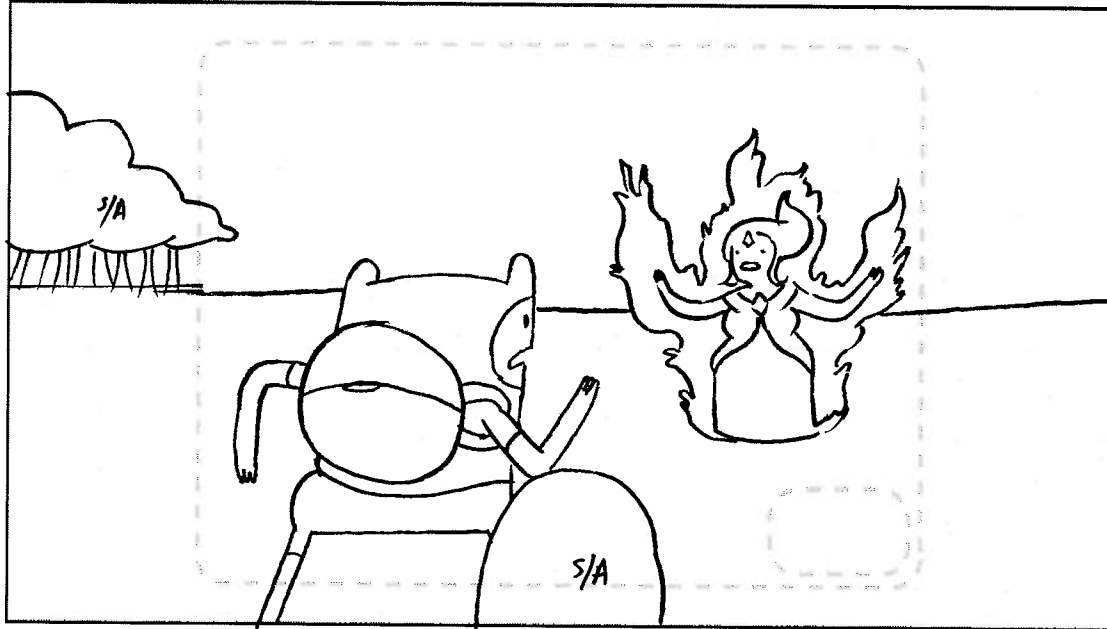
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Sc. 85

Pnl. A

Bg.

day night

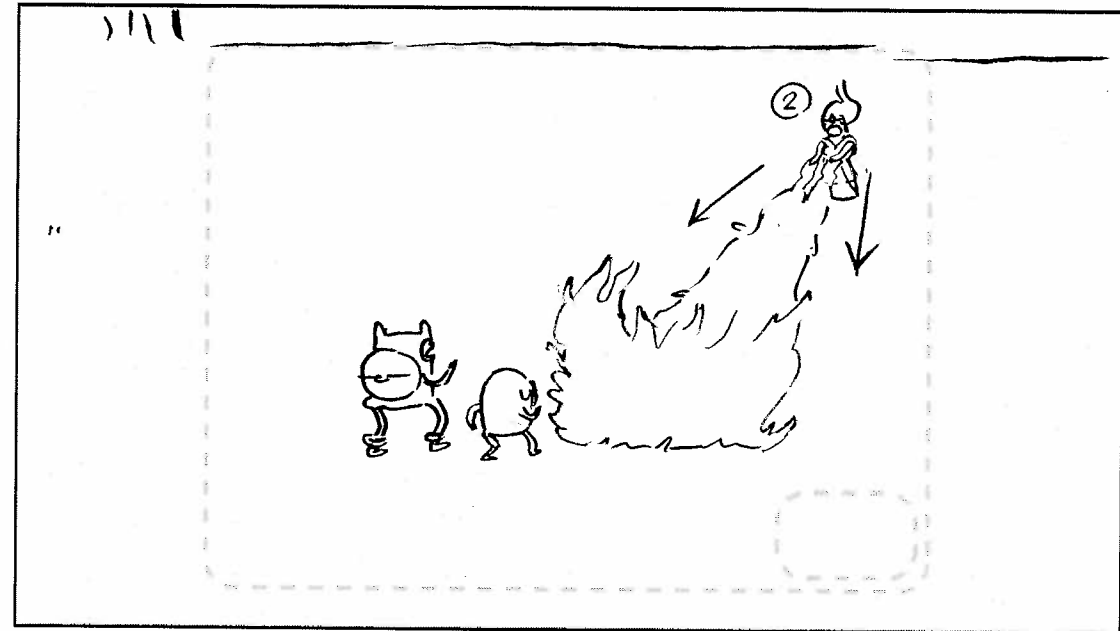


Sc. 86

Pnl. A

Bg.

day night



Dialog:

FP- I KNOW.

Action:

- FP SHOTS OUT A SHEET OF FLAME.

Timing:



EPISODE # 100882

Production :

ADVENTURE TIME



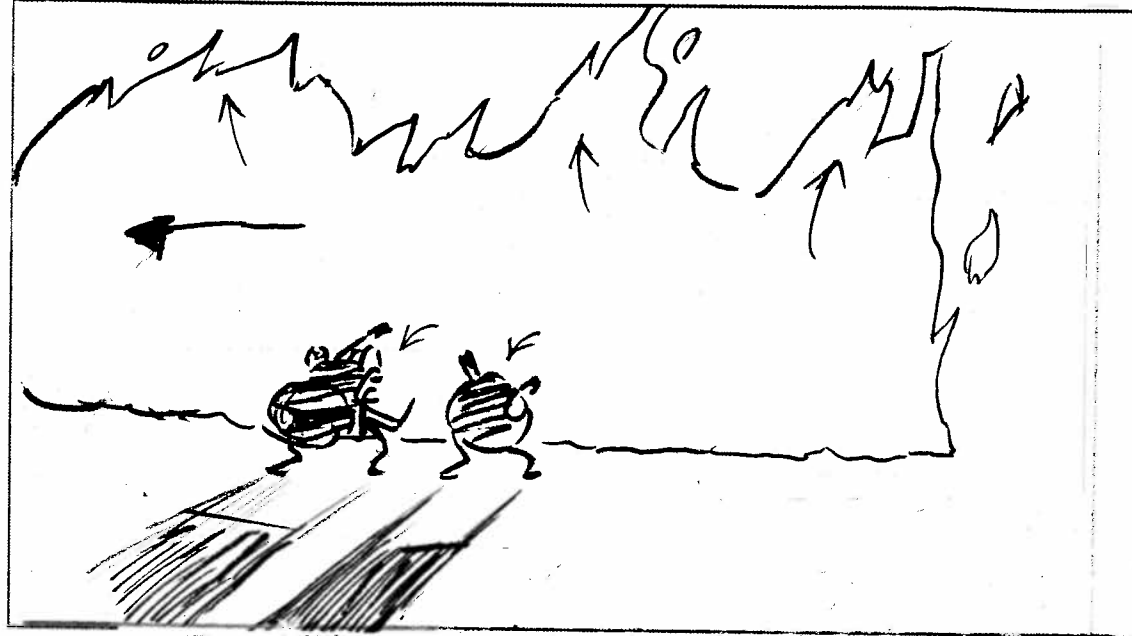
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Sc. 86

Pnl.

Bg.

day night

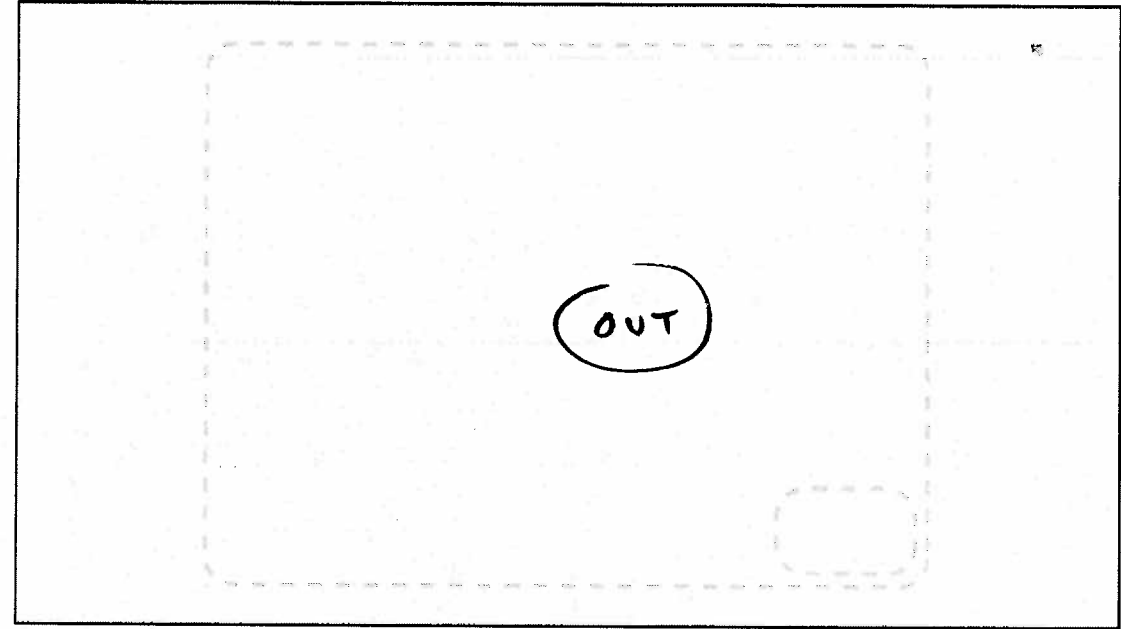


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- FLAME SHEET FORMS INTO FIRE WALL
- FIRE WALL SWEEPS RIGHT TO LEFT.

Timing:

EPISODE # 100882

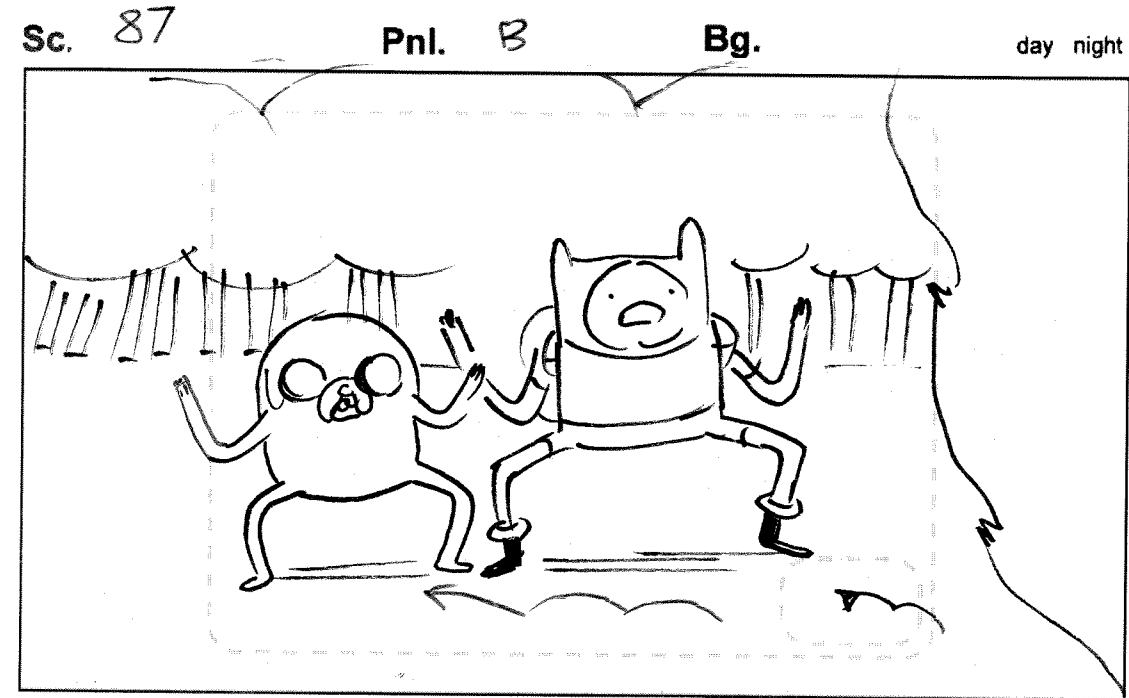
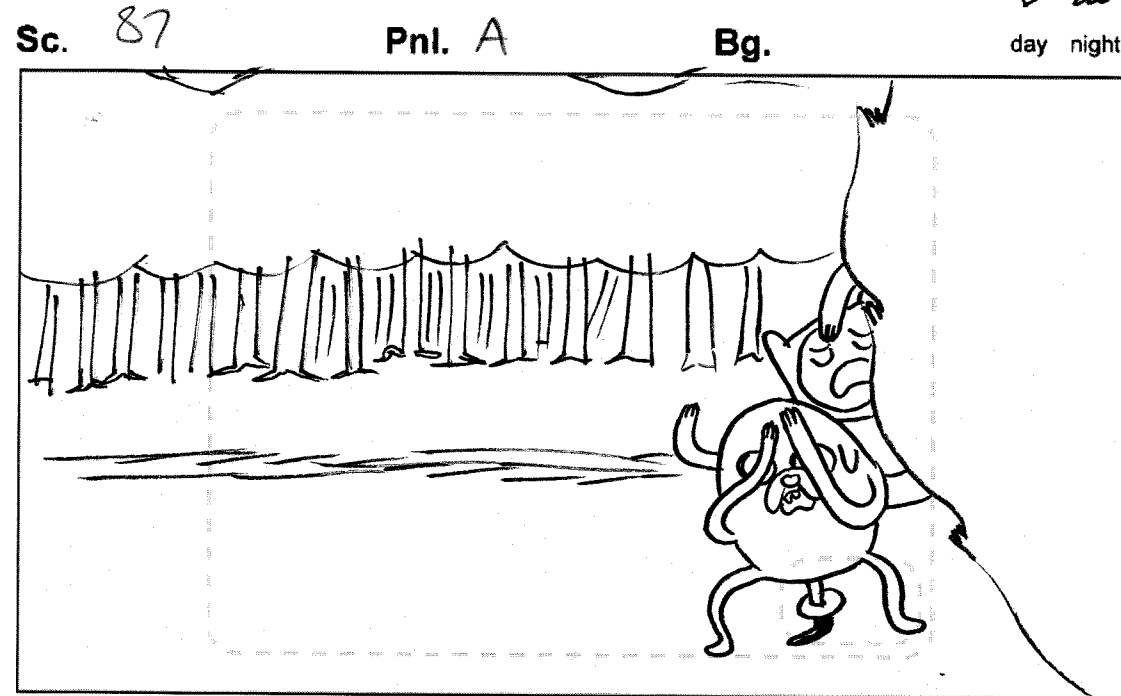
Production :

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ADVENTURE TIME



Page 94



Dialog:	
<u>F+J-(walla)</u>	AH! ow! HOT!
Action:	
- FINN+JAKE BACK AWAY FROM FIRE.	
Timing:	

EPISODE # 100882

Production :

ADVENTURE TIME

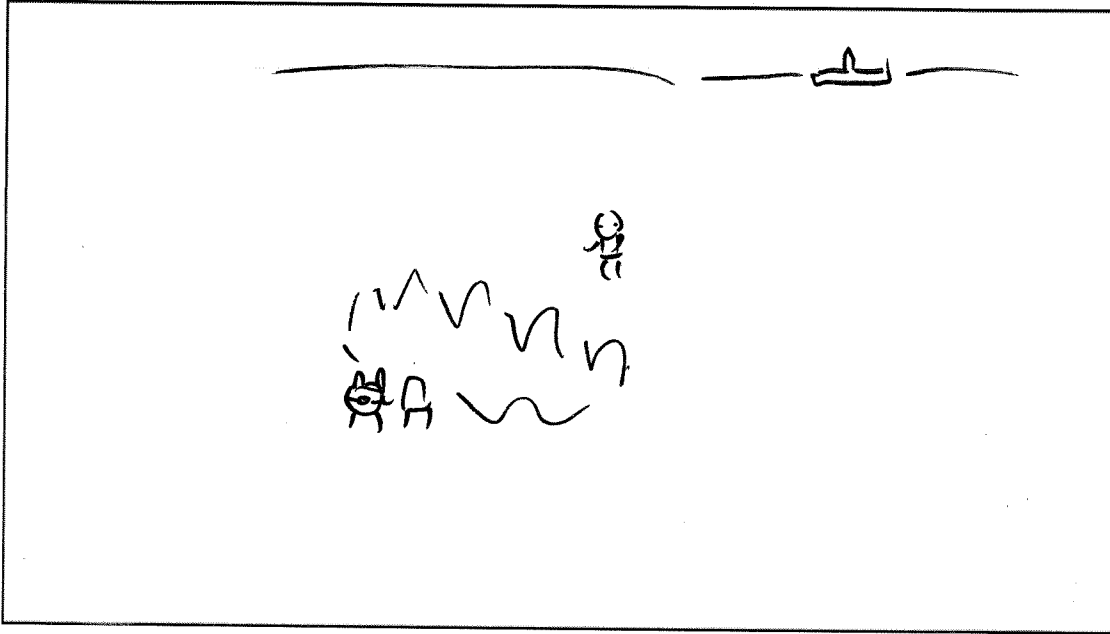


Sc. 88

Pnl. A

Bg.

day night

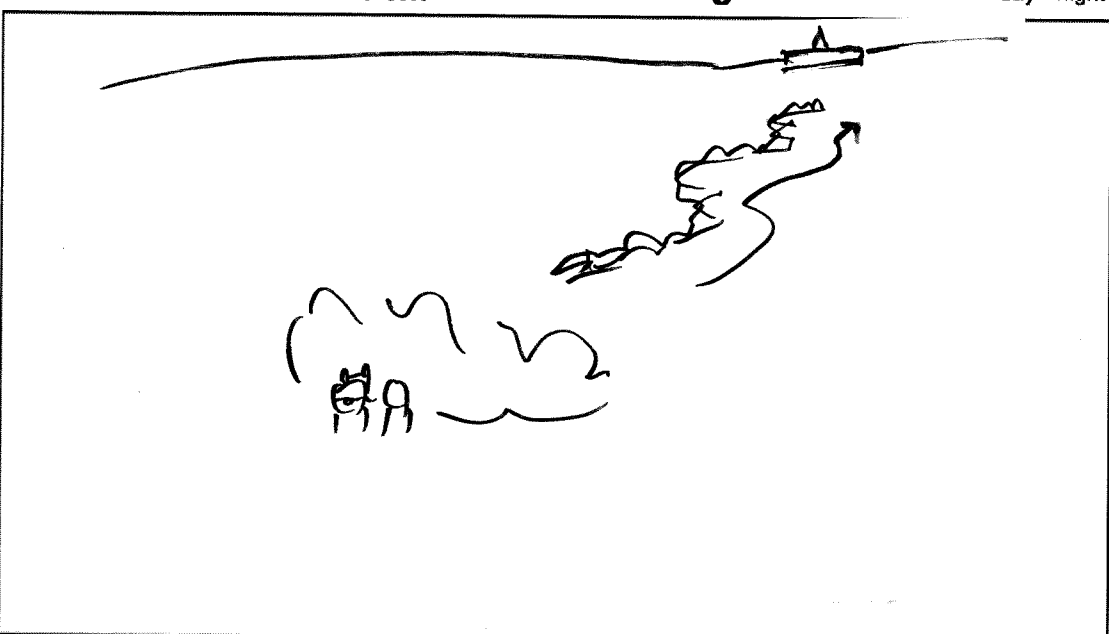


Sc. 88

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

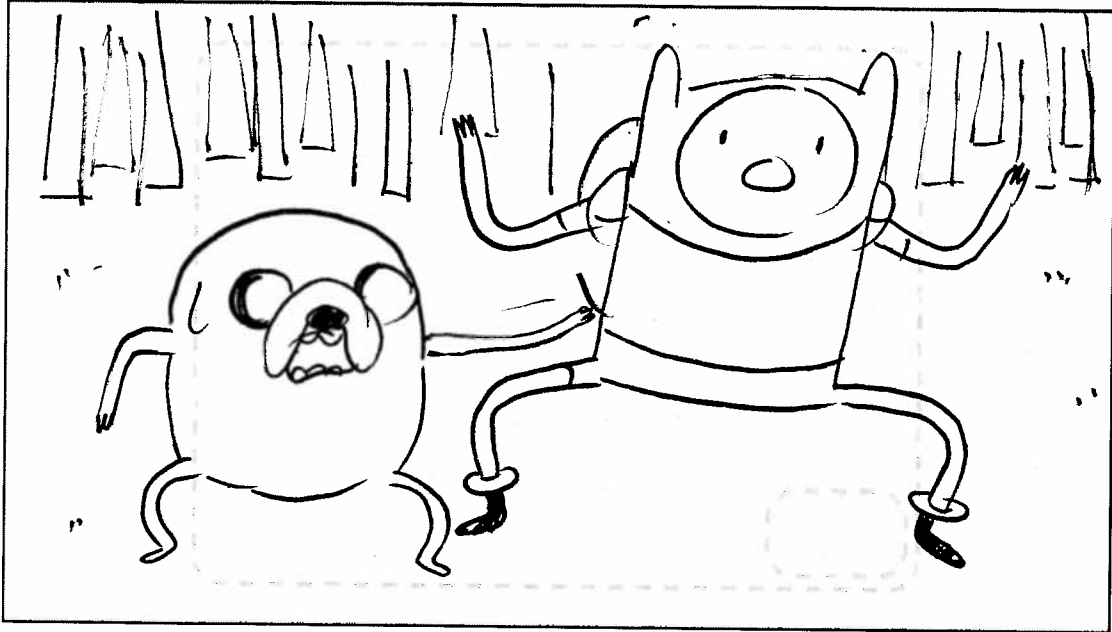
- FIRE PRINCESS BOLTS TOWARDS GOBLIN KINGDOM AS A FLAME TRAIL. I.



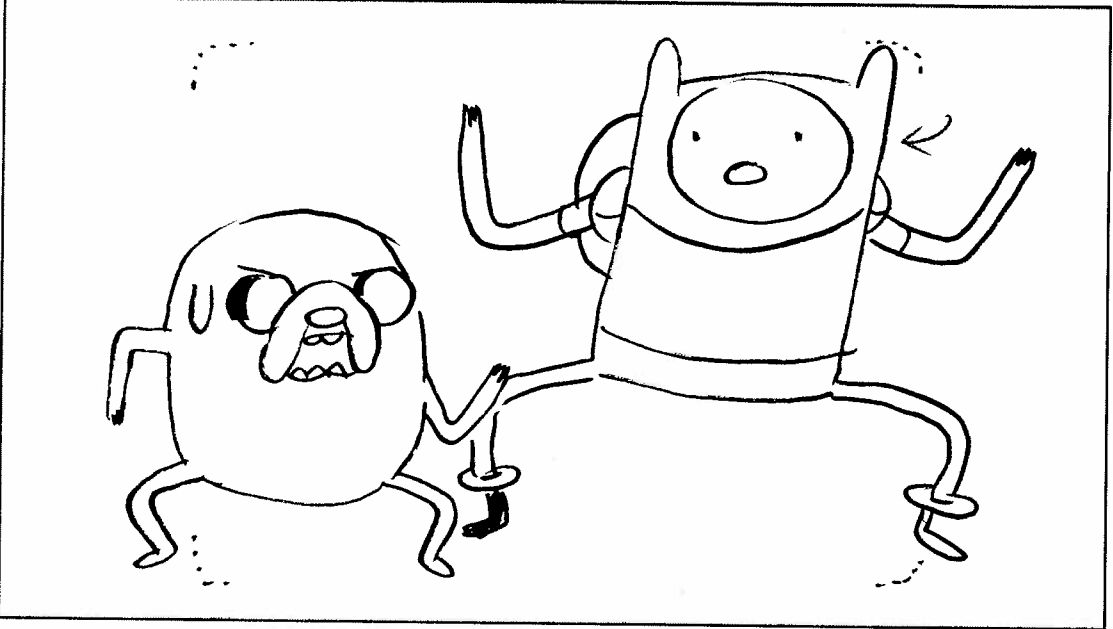
ADVENTURE TIME

Page 96

Sc. 89 Pnl. A Bg. day night



Sc. 89 Pnl. B Bg. day night



Dialog:	<p><u>J</u>: She's headed for the GOBLIN KINGDOM!</p> <p><u>J</u>: WE NEED TO DEFEAT THIS FIERY SHE-BEAST!</p>
Action:	
Timing:	

EPISODE # 100882
Production :

ADVENTURE TIME



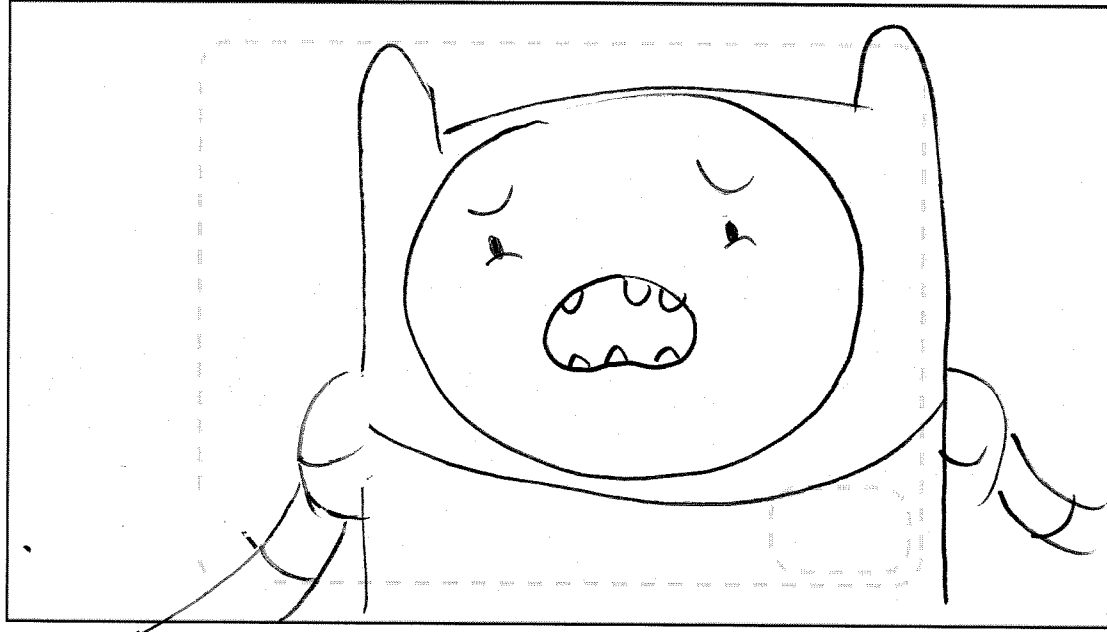
Page 97

Sc. 90

Pnl. A

Bg.

day night

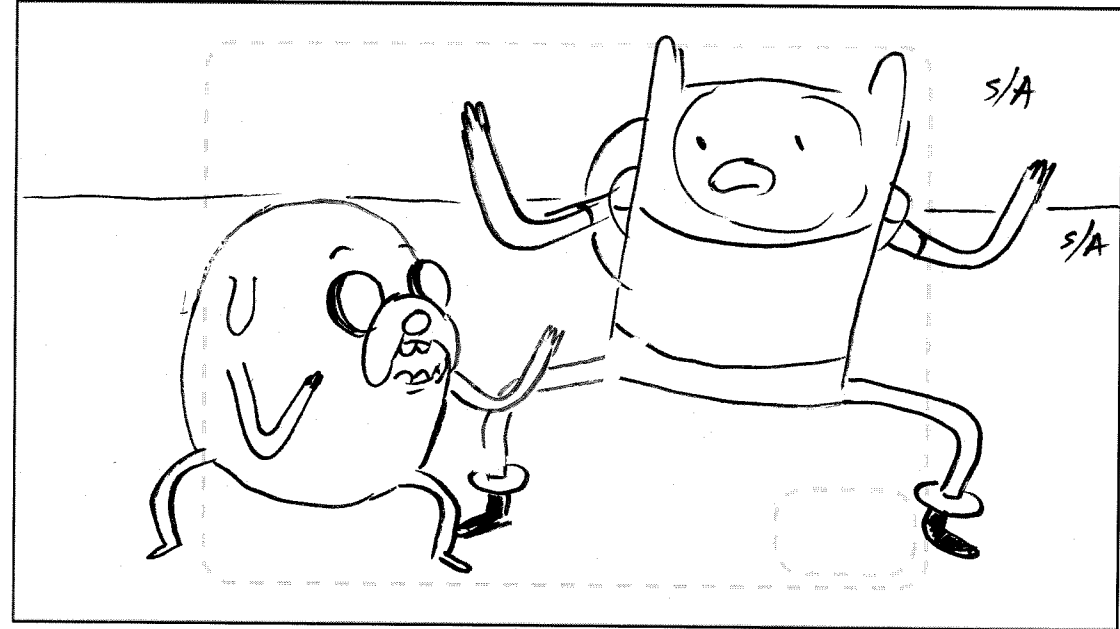


Sc. 91

Pnl. A

Bg.

day night



Dialog:

F- I can't fight her man, I'm still into her!

Action:

J- FINN WHAT'S MORE IMPORTANT ...

Timing:

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Production :

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ADVENTURE TIME

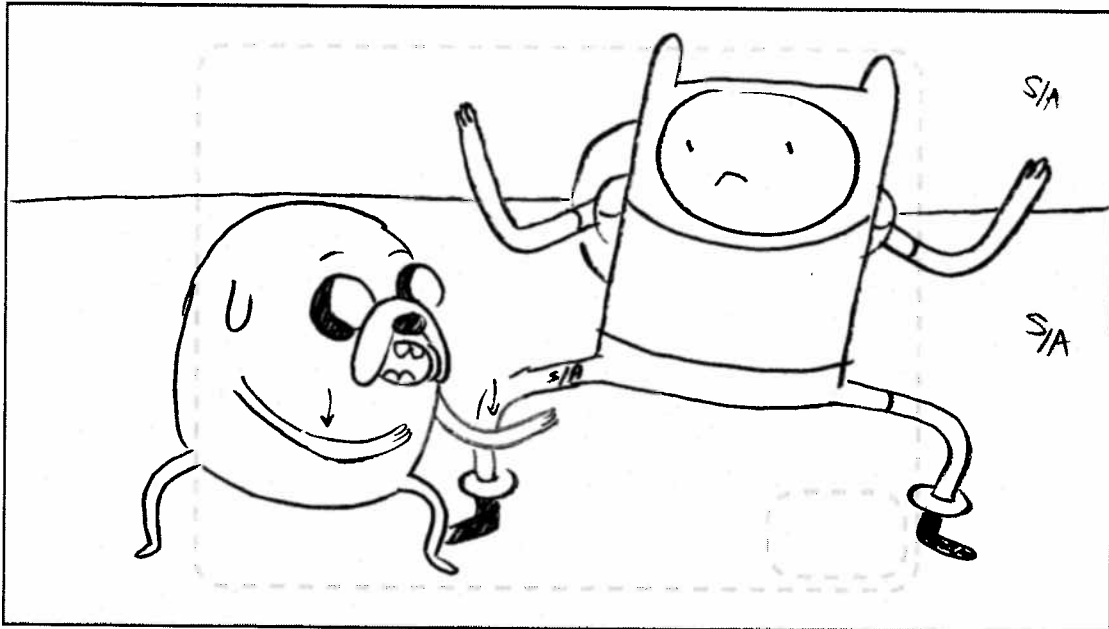


Sc. 91

Pnl. B

Bg.

day night

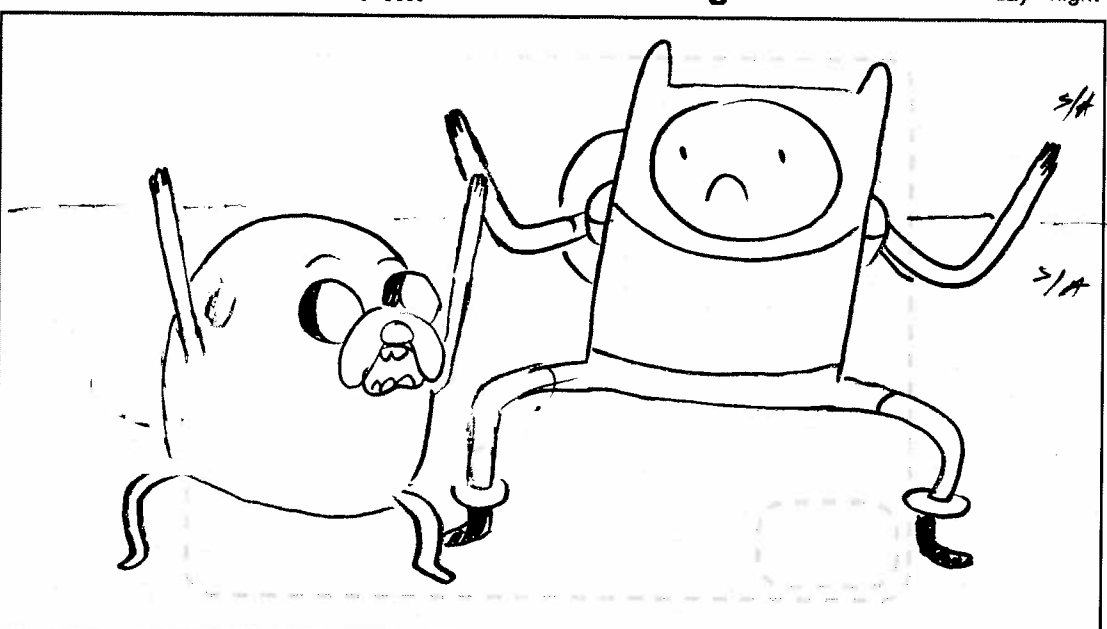


Sc. 91

Pnl. C

Bg.

day night



Dialog:

J: YOUR LOVE FOR THAT SCREWBALL
DAME.

J: OR BEING A HERO
AND SAVING THE
lives of innocent goblin folk?!

Action:

Timing:

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Production :

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ADVENTURE TIME

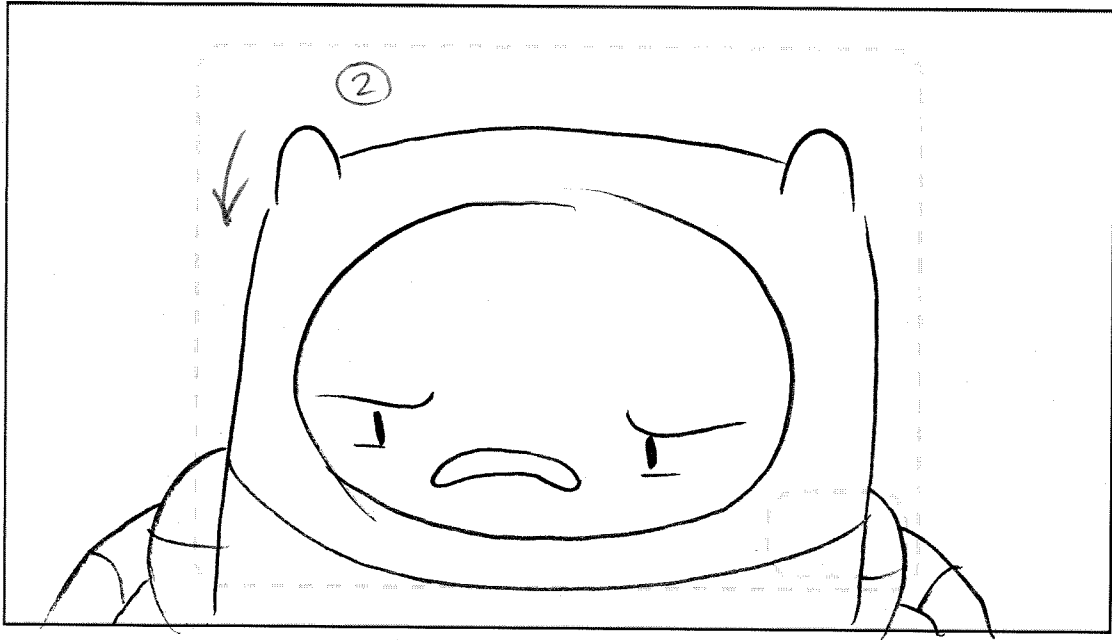


Sc. 92

Pnl. A

Bg.

day night

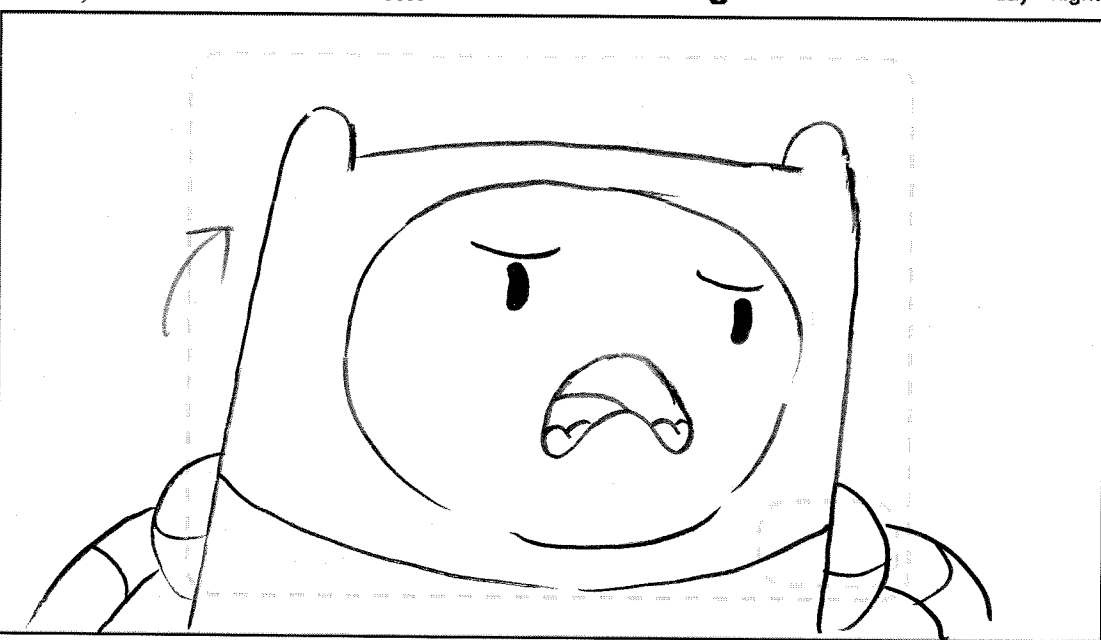


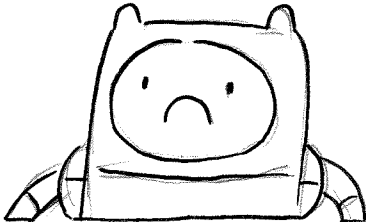
Sc. 92

Pnl. B

Bg.

day night



Dialog:	
<u>F-^② RRRGH</u>	
<u>F: (STRAINED) BEING A HERO.</u>	
Action:	- FINN STRUGGLES TO DECIDE.
Timing:	<div><div>①</div></div>

EPISODE # 100882
Production :

ADVENTURE TIME



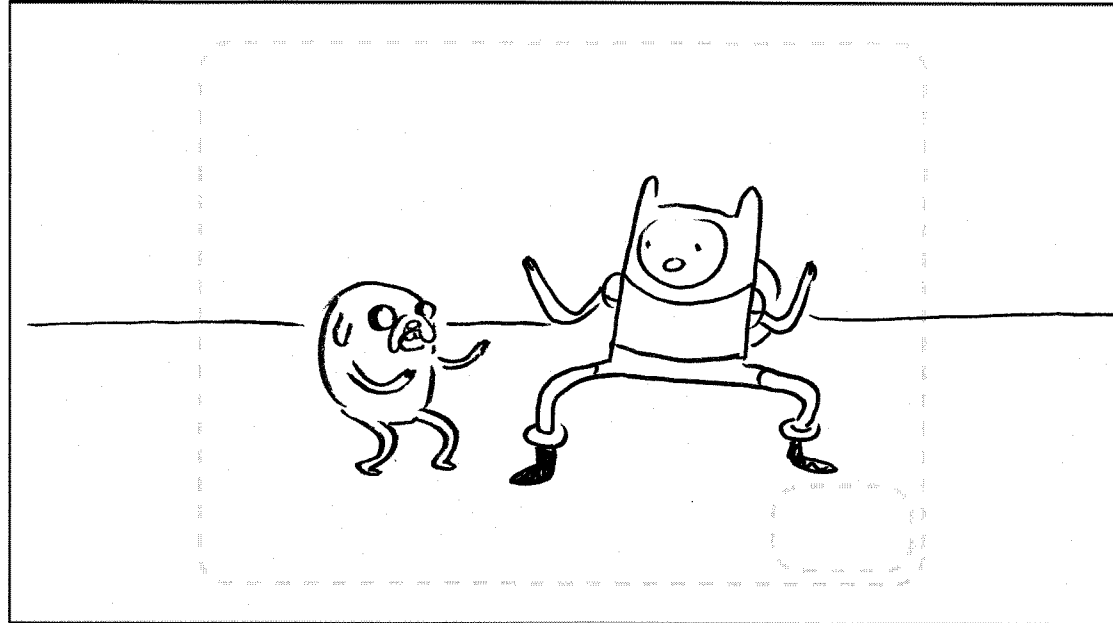
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Sc. 93

Pnl. A

Bg.

day night

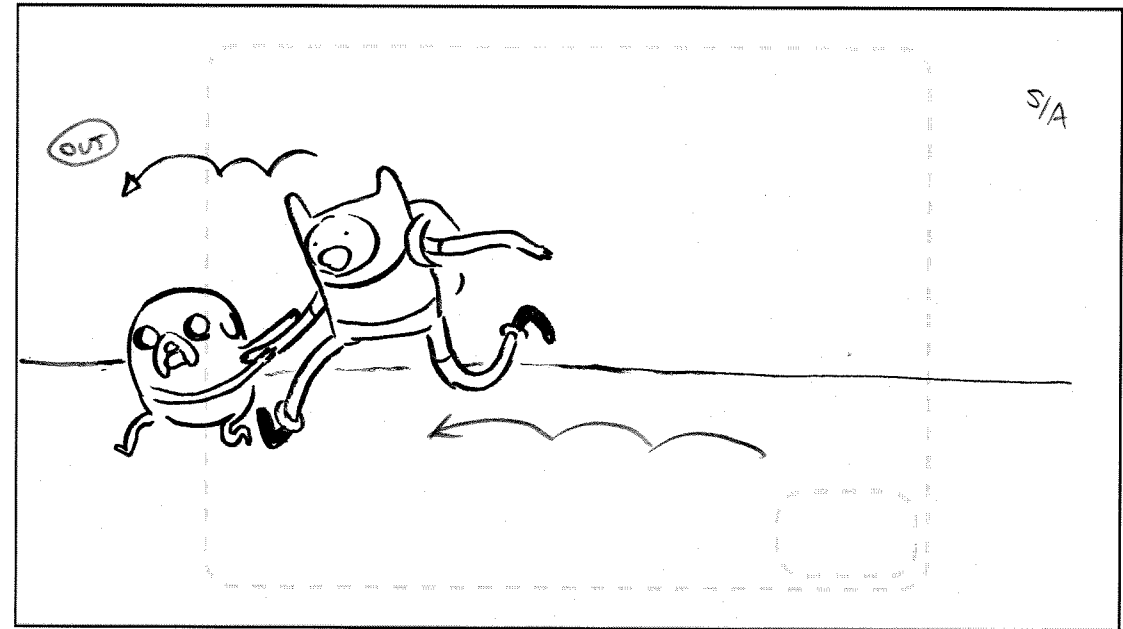


Sc. 93

Pnl. B

Bg.

day night



Dialog:

① ALRIGHT!

OR

YAY! YOU'RE NOT WHIPPED!

J: C'MON.

Action:

-JAKE PULLS FINN OFF/S.

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



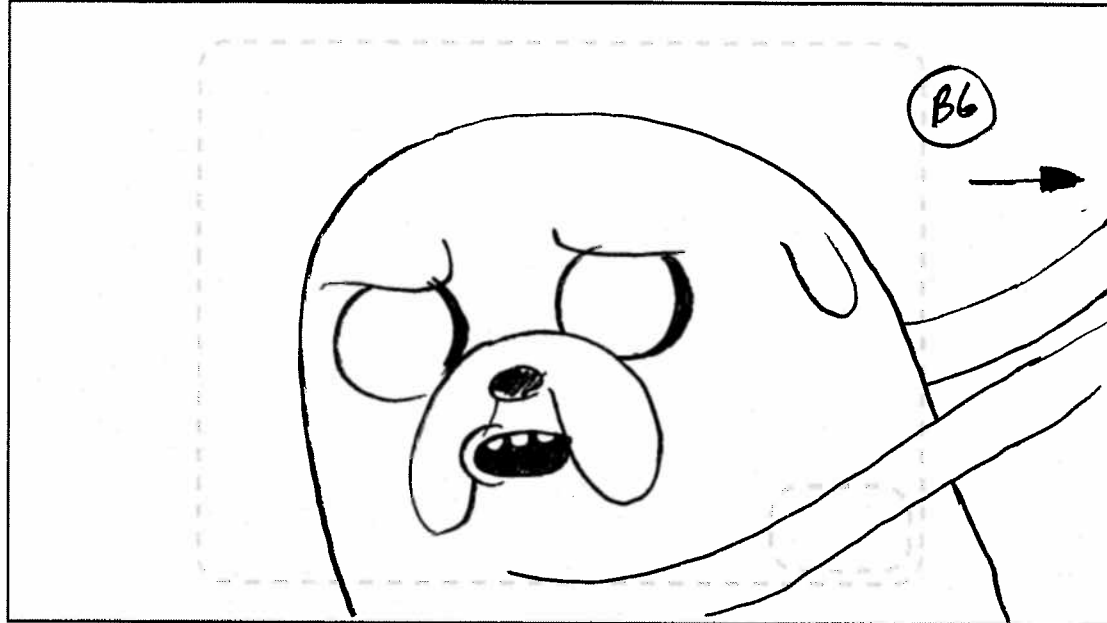
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Sc. 94

Pnl. A

Bg.

day night

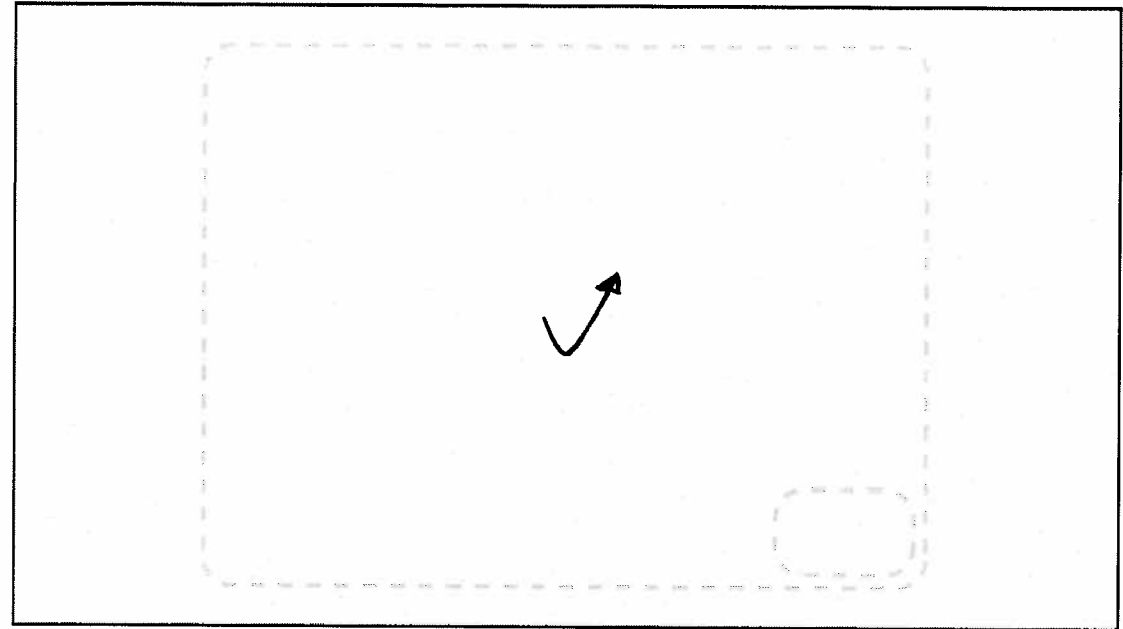


Sc.

Pnl.

Bg.

day night



Dialog:

J- let's go build fireproof suits.

<WIPE>

Action:

Timing:

EPISODE # 100882

Production :

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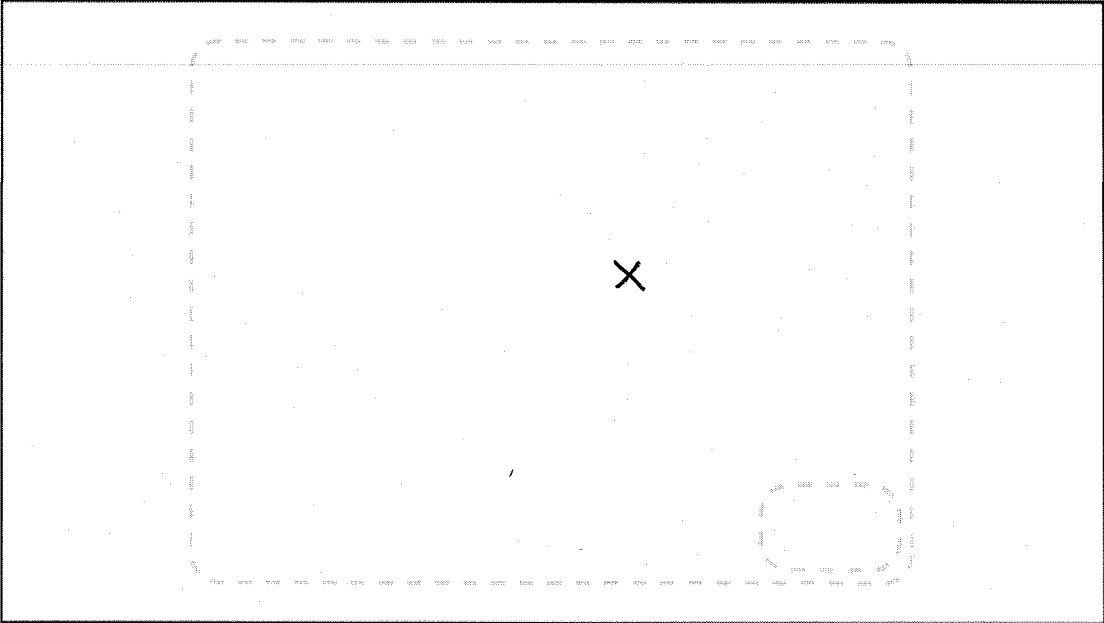
ADVENTURE TIME



Sc. 95 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: < RUMMAGING >
EXT. TREE HOUSE

OUT PANEL

Action:

Timing:

EPISODE # 100882
Production :

ADVENTURE TIME



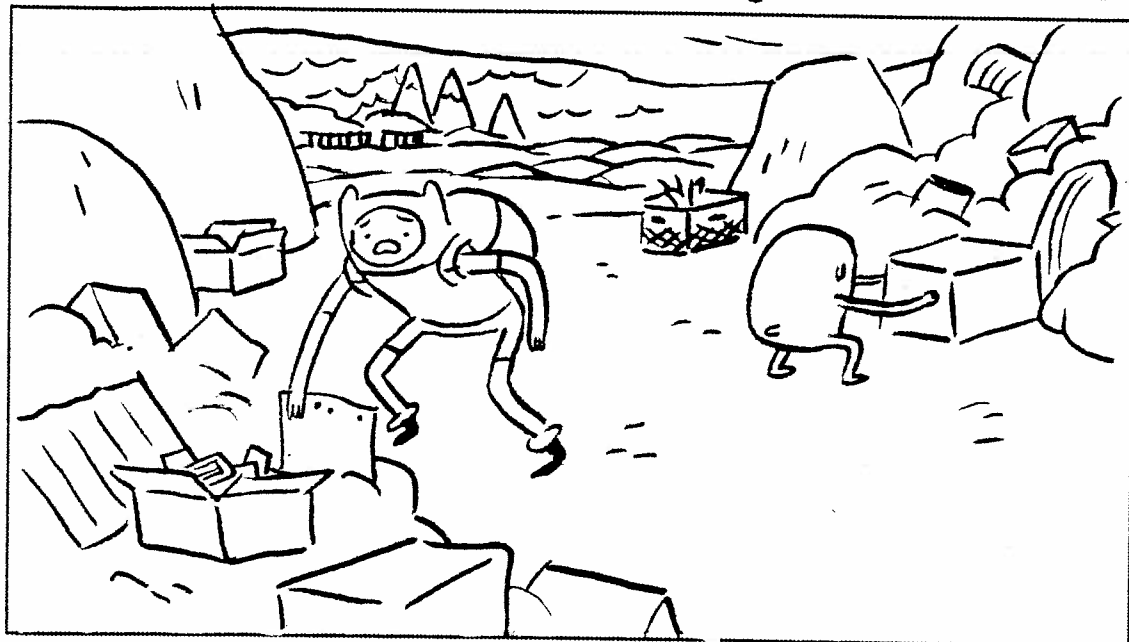
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Sc. 96

Pnl. A

Bg.

day night

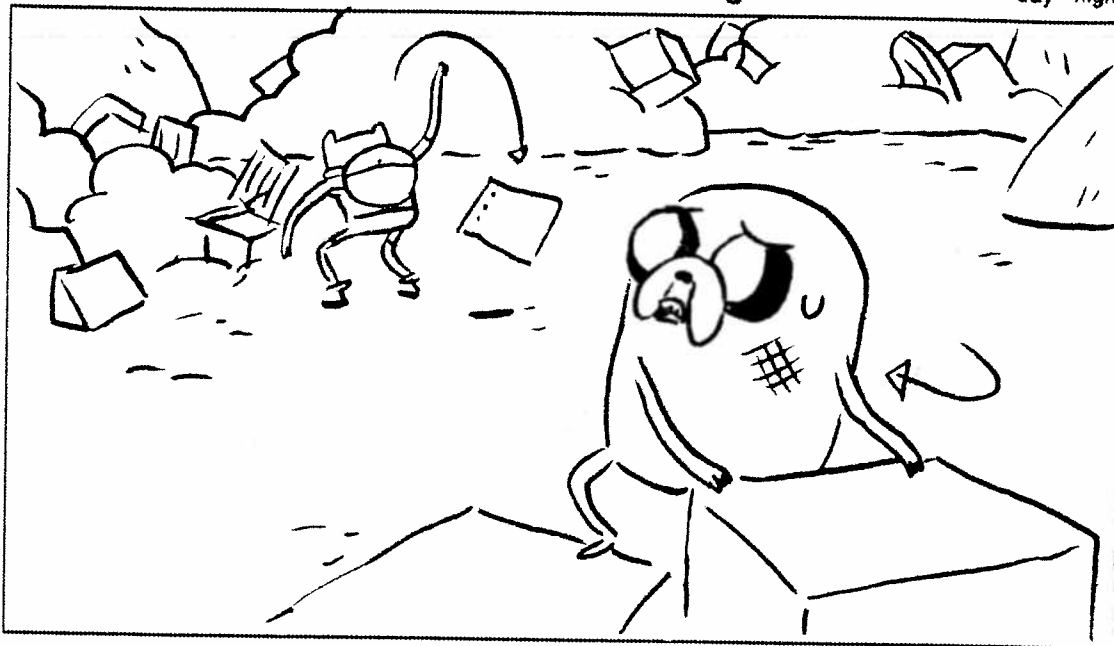


Sc. 97

Pnl. A

Bg.

day night



Dialog:

(F) (FREAKING OUT) UH-UH-UH
I GOTTA GET BACK TO HER!

(J) DUDE, SLOW DOWN OR
YOUR FIRESUIT WILL BE JUNK.

Action:

F+J RUMMAGE THROUGH JUNK PILES.

-FINN TOSSES SCRAP OVER HIS SHOULDER

Timing:

EPISODE # 100882

Production :

Sc. 97

Pnl. B

Bg.

day night

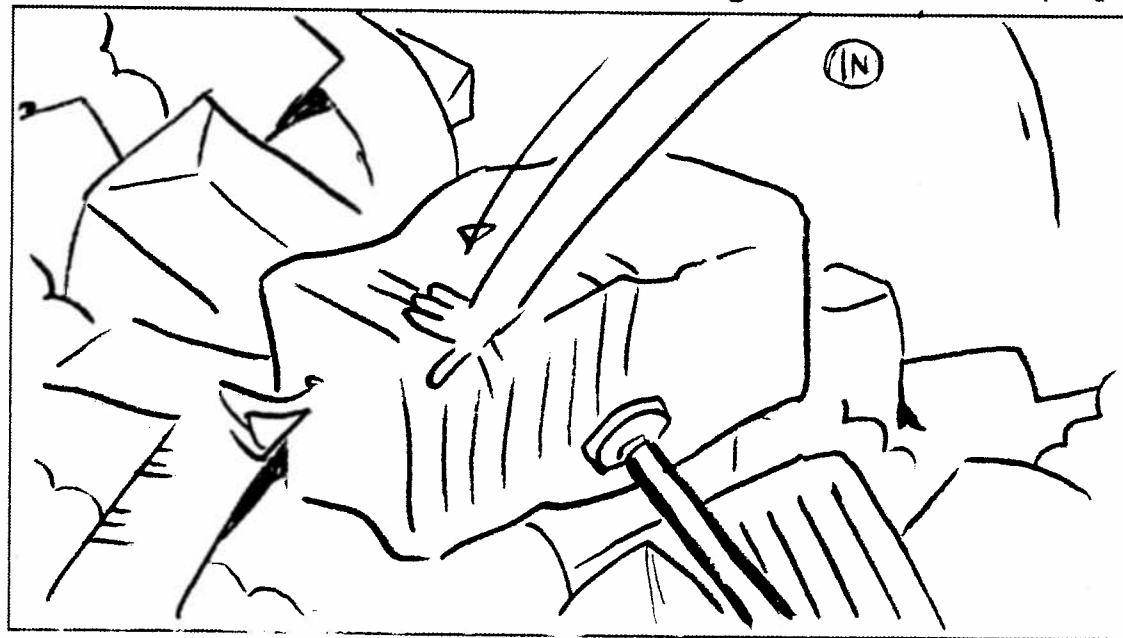


Sc. 98

Pnl. A

Bg.

day night



Dialog:

① OOO, IS BAGS OF OLD BREAD FIREPROOF?

SFX: * RUSTLE *

Action:

- JAKE RUNS OVER TO PILE OF OLD FOOD.
- PAN W/ ACTION

• JAKE MOVES MOLDY BREAD ASIDE.

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



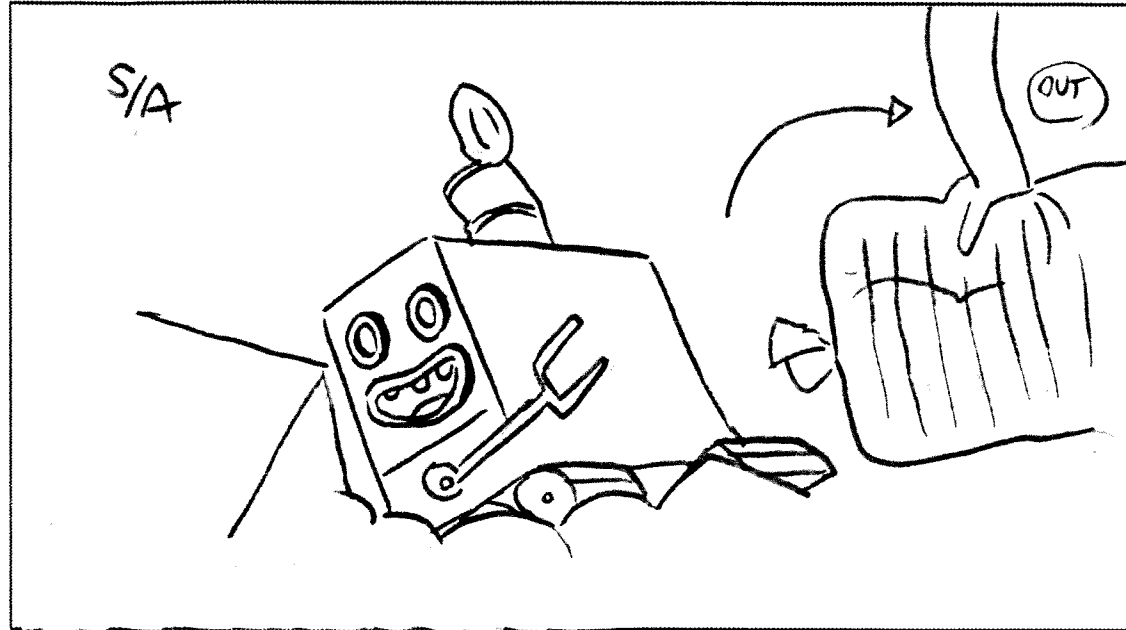
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Sc. 98

Pnl. B

Bg.

day night

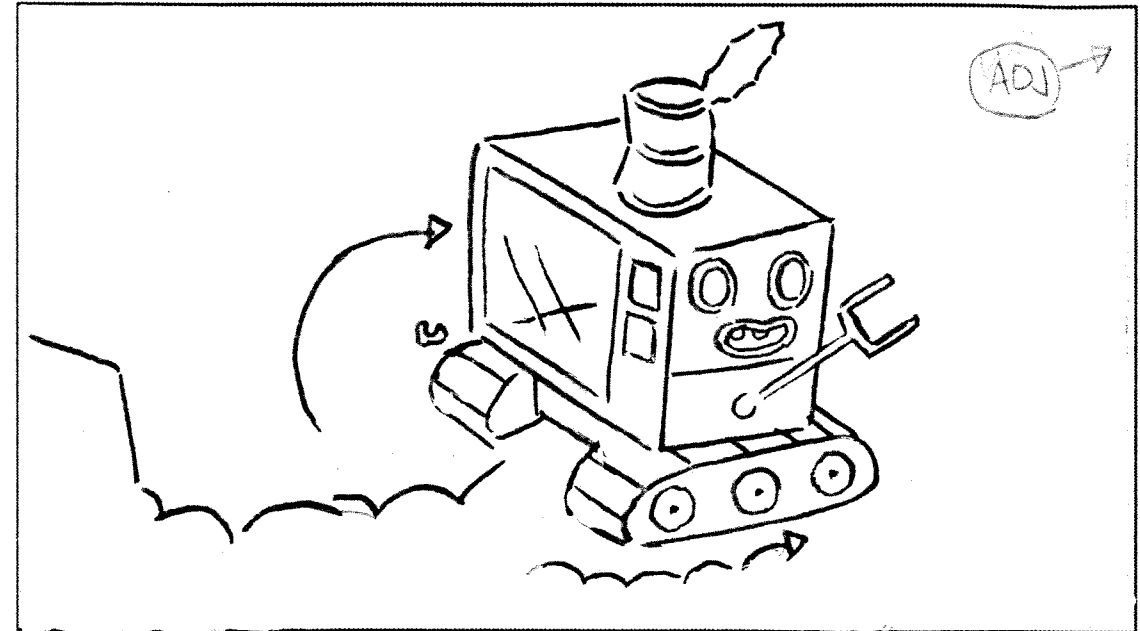


Sc. 98

Pnl. C

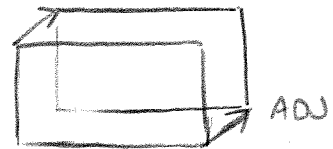
Bg.

day night



Dialog:

N: JAKE! YOU
FOUND NEPTR!



N: I AM THE ULTIMATE
HIDE AND SEEK
CHAMPION!

Action:

- NEPTR IS REVEALED

SFX: VRRMM

-NEPTR ZOOMS OUT OF HIDING HOLE.

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



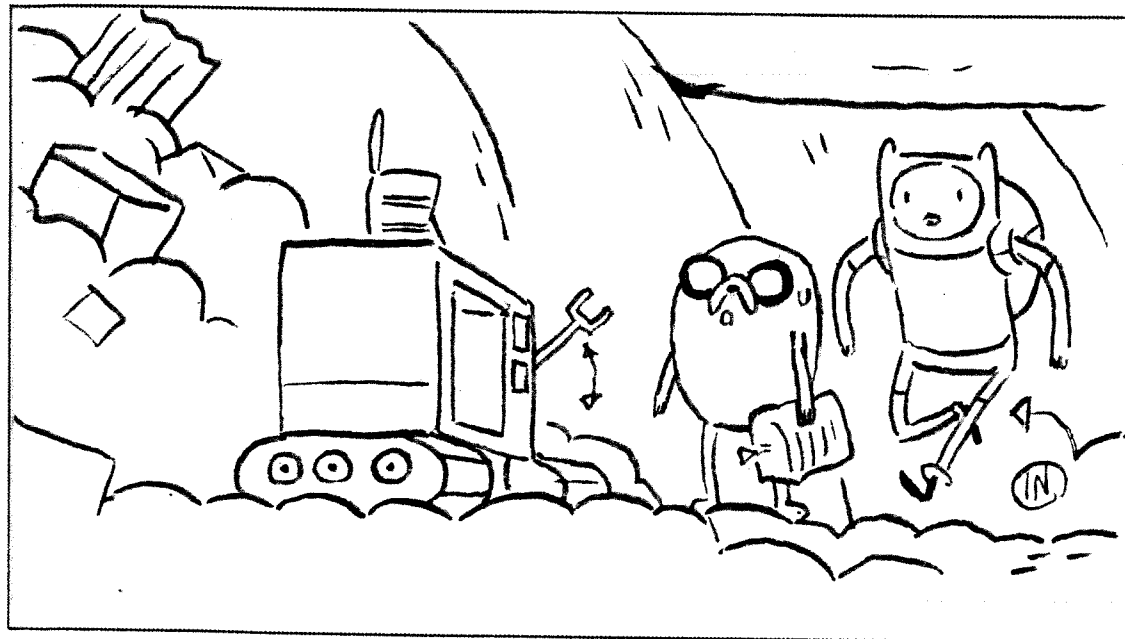
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Sc. 99

Pnl. A

Bg.

day night

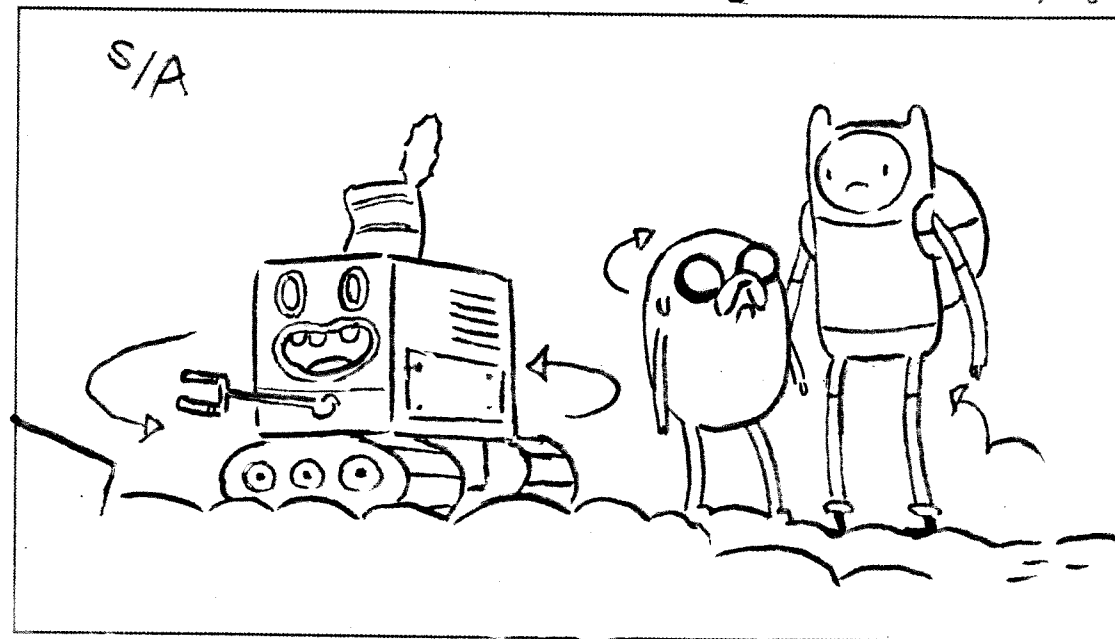


Sc. 99

Pnl. B

Bg.

day night



Dialog:

N: 15 MONTHS, 4 DAYS
9 HOURS, AND YOU GUYS
DID NOT FIND ME.

Action:

WHAT IS LIFE AIRDATE :
(JUNE 14, 2010)

Timing:

N: (JOYOUS) HA-HA-HA-HA-HA!

- NEPTR SPINS IN CIRCLES ECSTATICALLY.
- FINN & JAKE EXCHANGE LOOKS

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ADVENTURE TIME

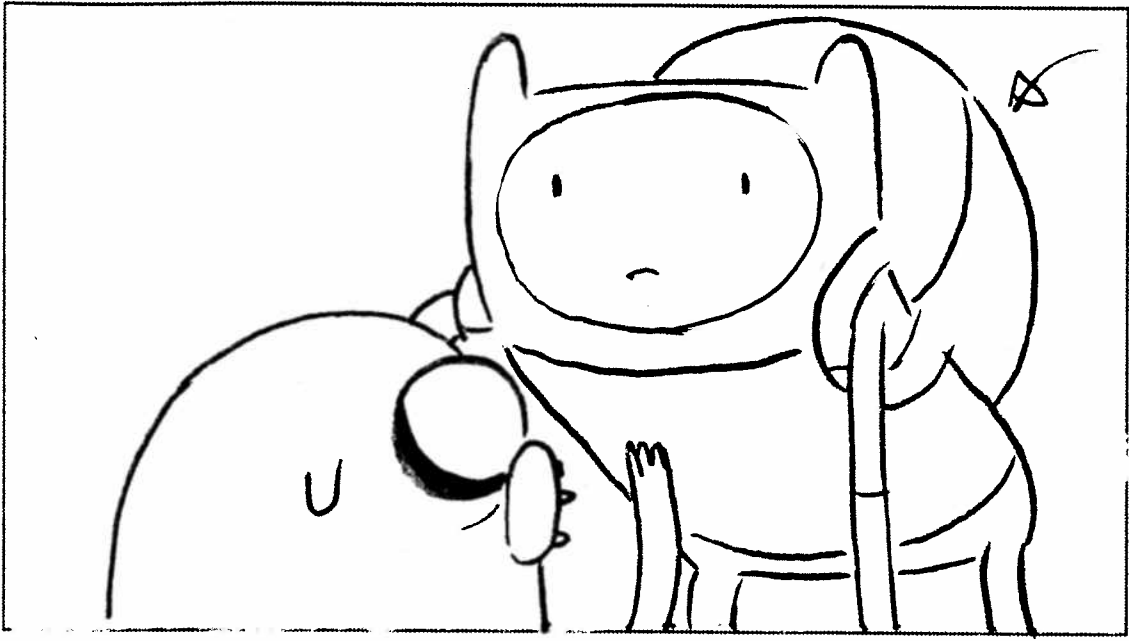


Sc. 100

Pnl. A

Bg.

day night

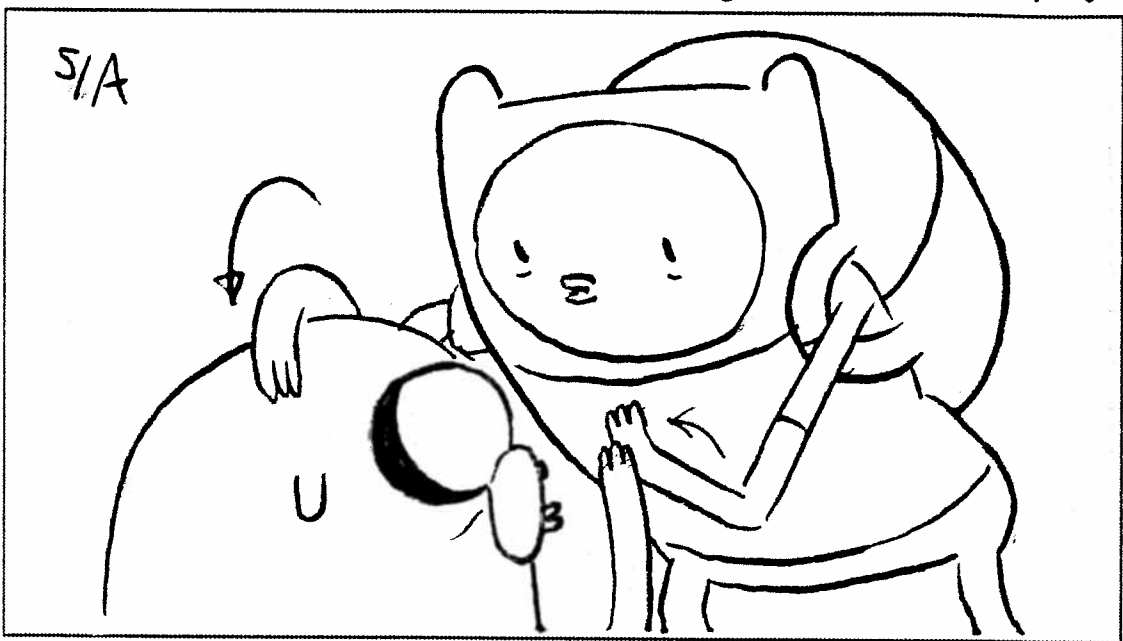


Sc. 100

Pnl. B

Bg.

day night



Dialog:	<u>J</u> : (URGENT WHISPER) CRAP. WE FORGOT ABOUT THE GAME	<u>F</u> : SH-SH-SH-SH
Action:	-FINN SHUSHES JAKE	
Timing:		

EPISODE # 100882

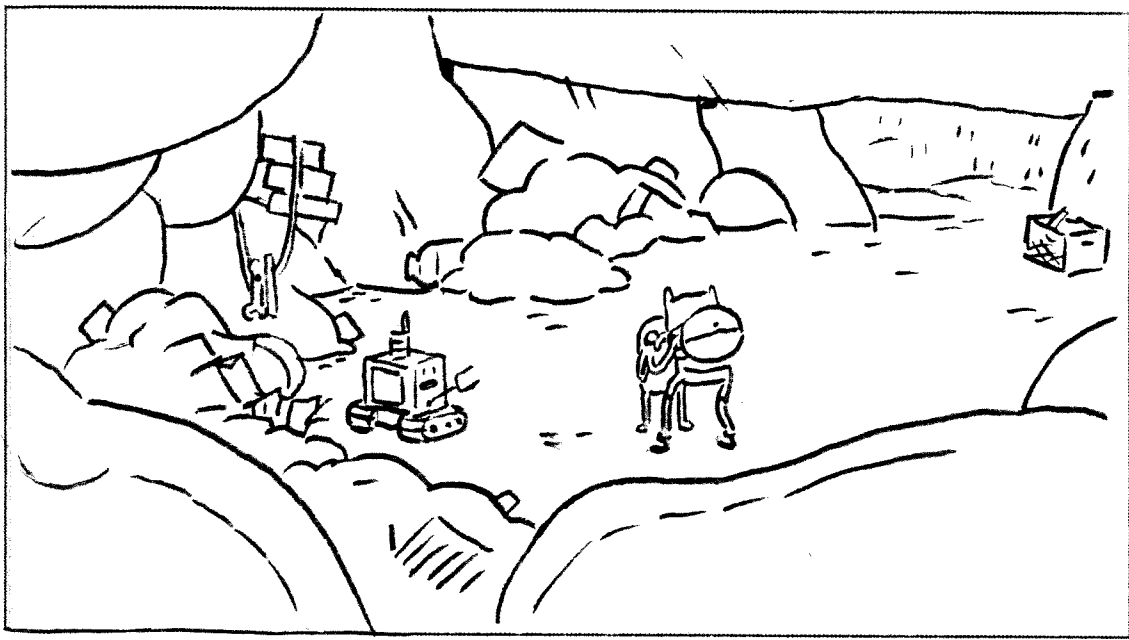
Production :

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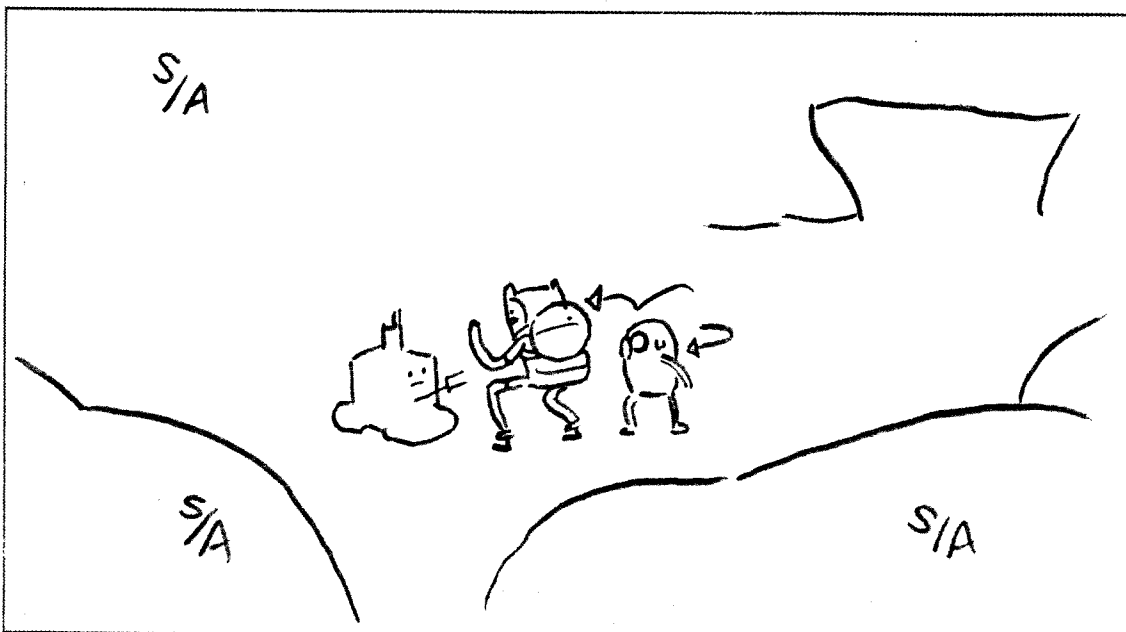
ADVENTURE TIME



Sc. 101 Pnl. A Bg. day night



Sc. 101 Pnl. B Bg. day night



Dialog:	(N) I MISSED YOU, CREATOR	(F:) (URGENT) AND WE MISSED YOU! BUT, NEPTR, RIGHT NOW WE NEED YOU TO -
Action:	-FINN SPRINGS OVER TO NEPTR.	
Timing:		

EPISODE # 100882

Production :

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ADVENTURE TIME

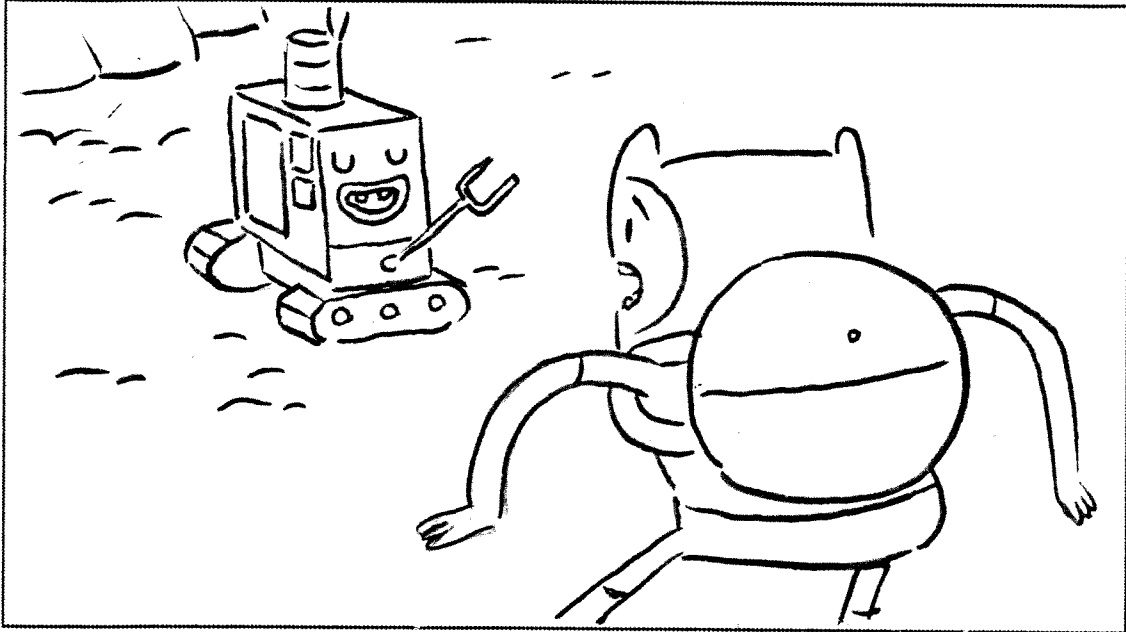


Sc. 102

Pnl. A

Bg.

day night

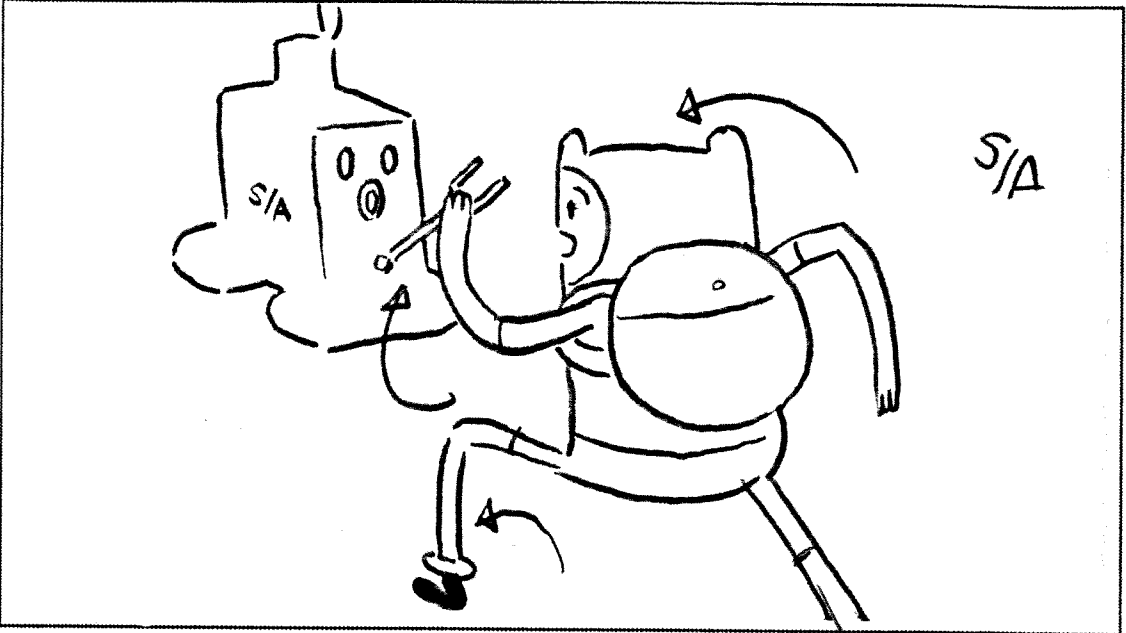


Sc. 102

Pnl. B

Bg.

day night



Dialog:	<p><u>N</u>: TO COUNT TO 100 WHILE <u>YOU</u> HIDE! 1, 2, 3, 4, 5</p>	<p><u>F</u>: NEPTR!</p>
Action:		
Timing:		

EPISODE # 100882

Production :

ADVENTURE TIME



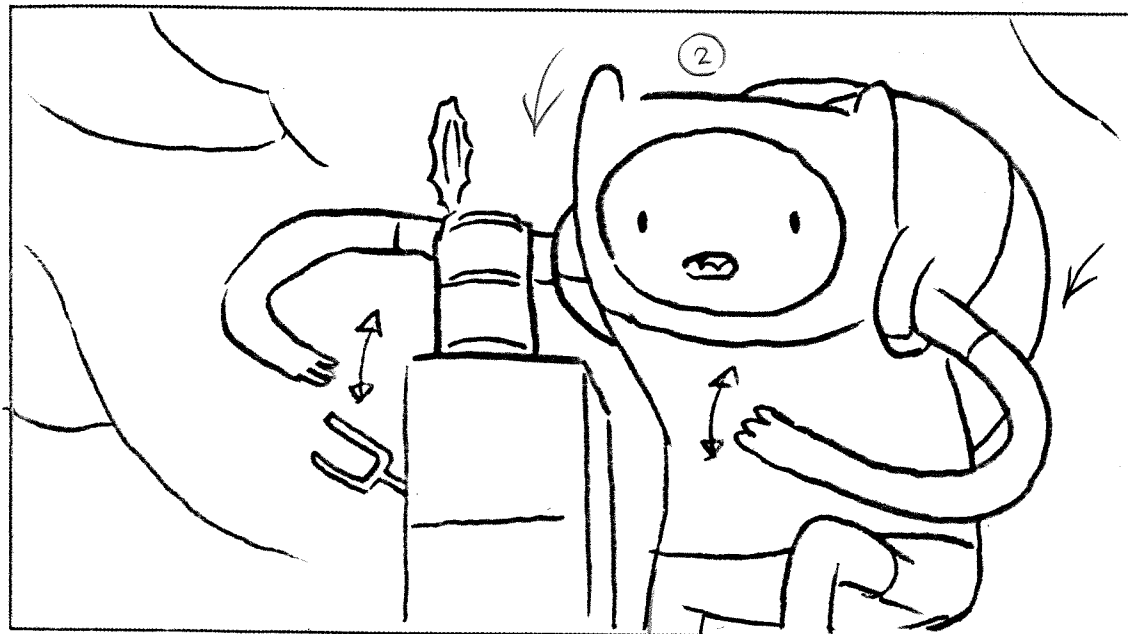
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Sc. 103

Pnl. A

Bg.

day night

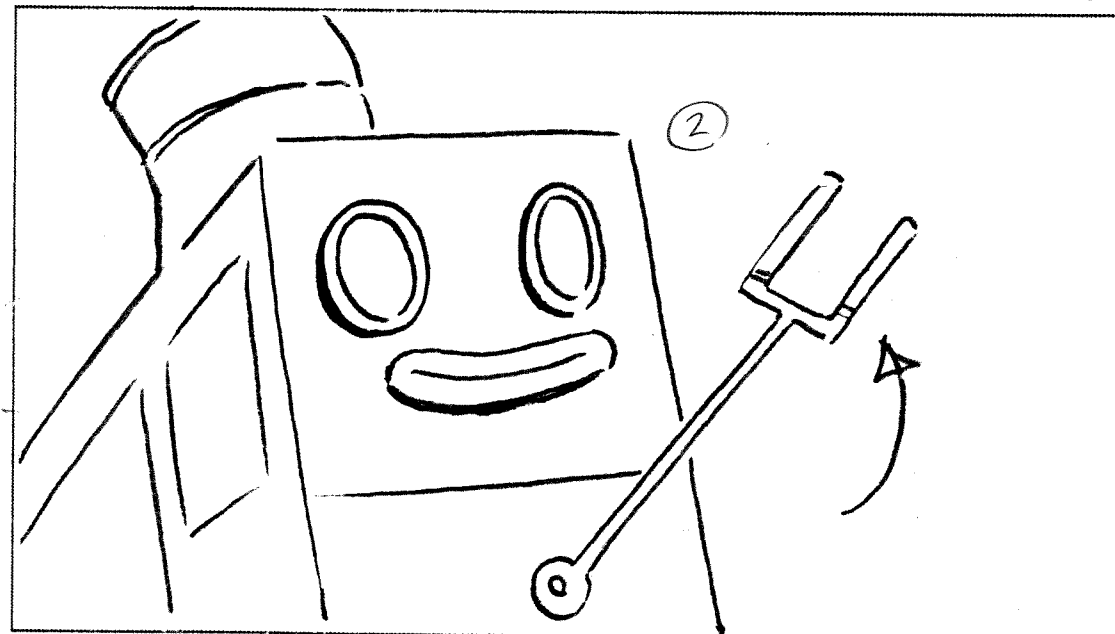


Sc. 104

Pnl. A

Bg.

day night



Dialog:

(F) ② WILL YOU HELP US BUILD
FIREPROOF SUITS !

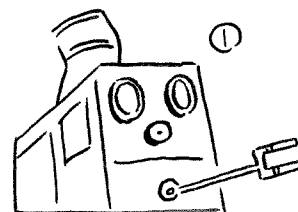
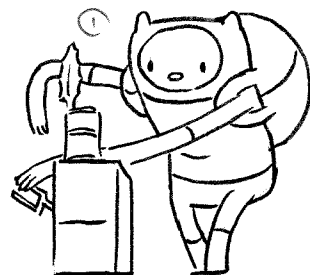
SFX: * RRRR *

Action:

-FINN LEANS CLOSER TO NEPTR

-NEPTR RAISES HIS ARM.

Timing:



EPISODE # 100882

Production :

ADVENTURE TIME



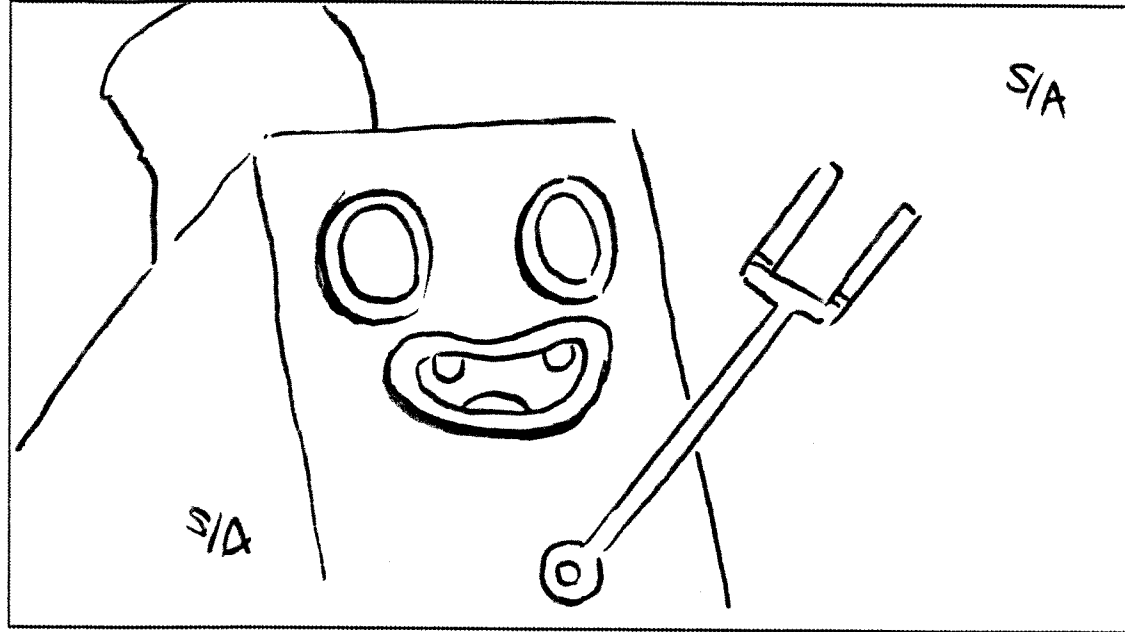
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Sc. 104

Pnl. B

Bg.

day night

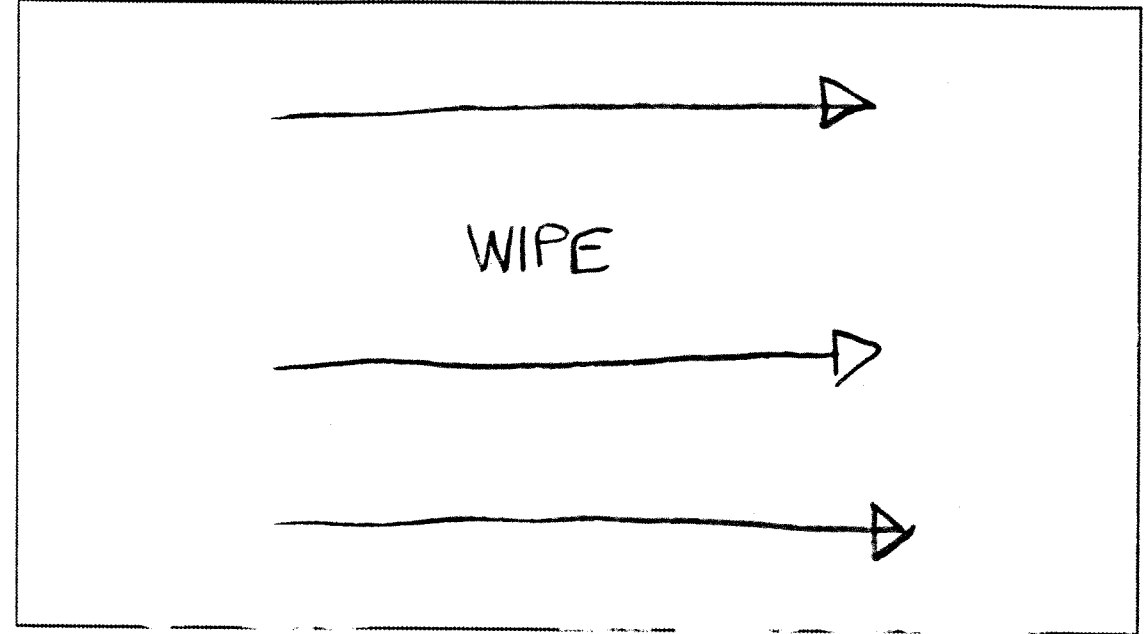


Sc.

Pnl.

Bg.

day night



Dialog:

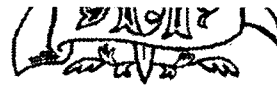
N: YOU CANNOT TELL,
BUT I AM GIVING
A THUMBS UP.

Action:

Timing:

EPISODE # 100882

Production :

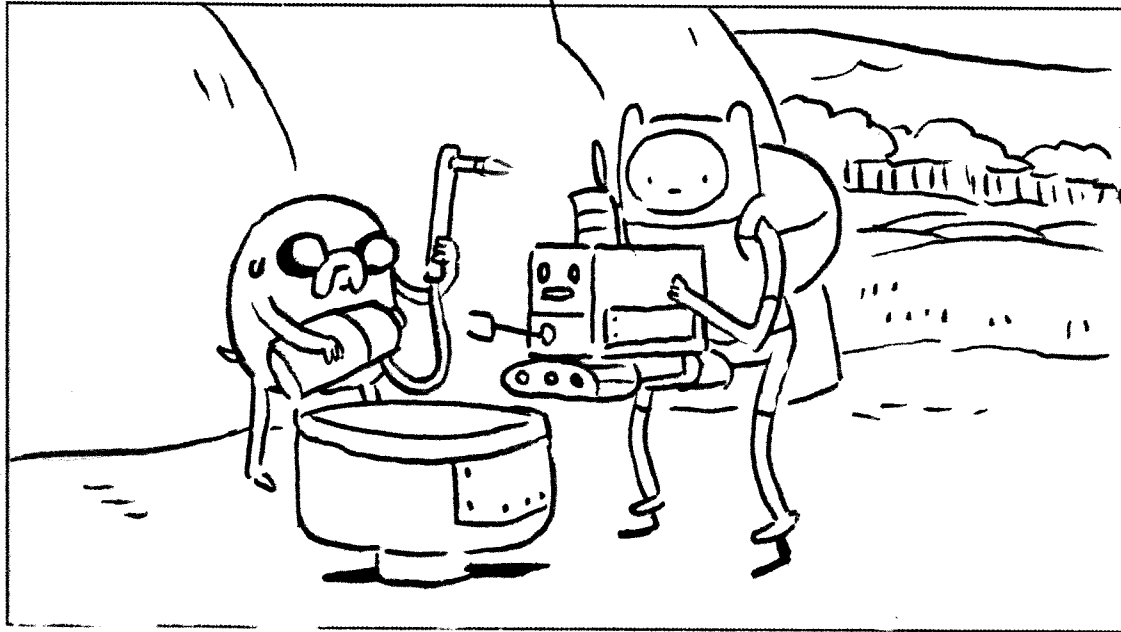


Sc. 105

Pnl. A

Bg.

day night

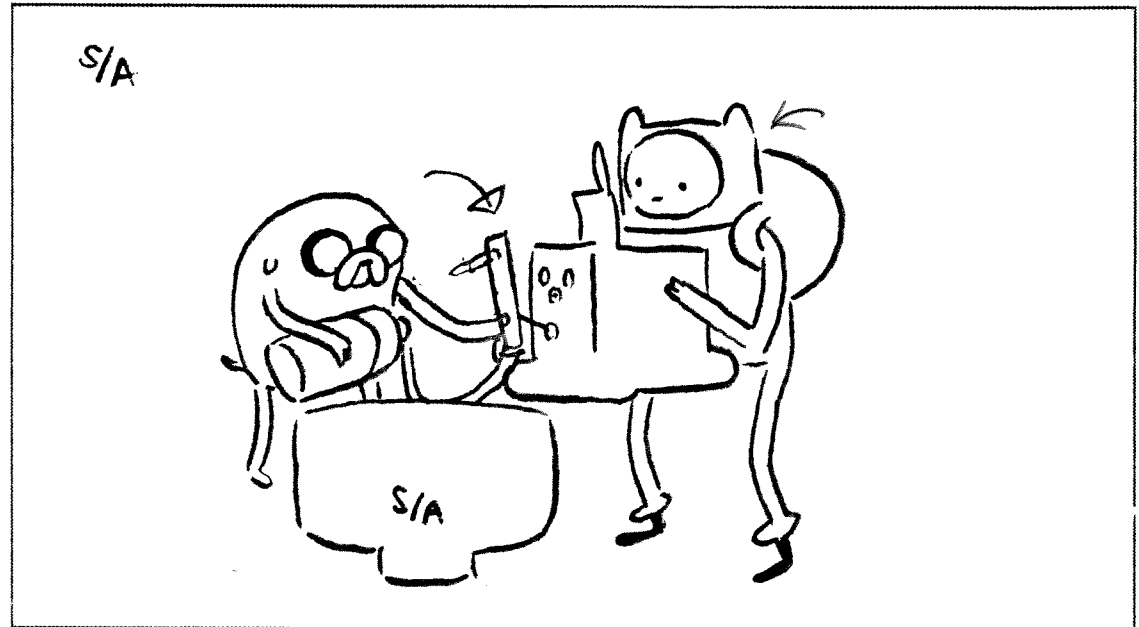


Sc. 105

Pnl. B

Bg.

day night



Dialog:

N: ACETLYNE
TORCH...

* BUILDING
MONTAGE
MUSIC

Action:

- JAKE PUTS TORCH IN NEPTR'S HAND.

Timing:

EPISODE # 100882

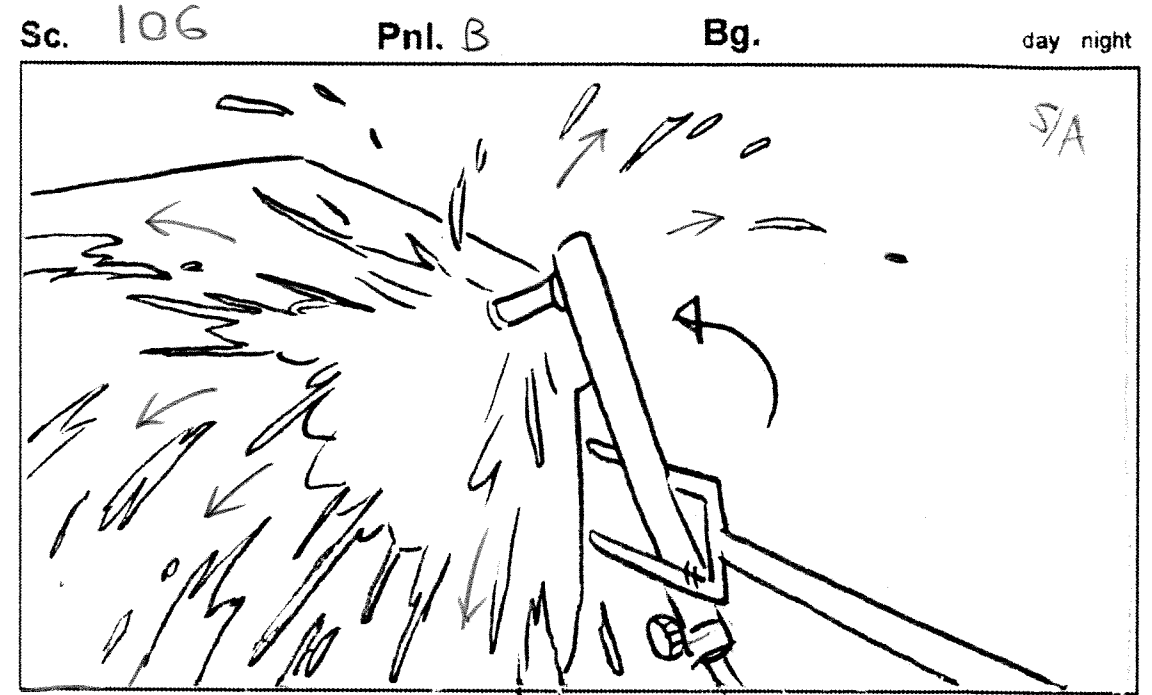
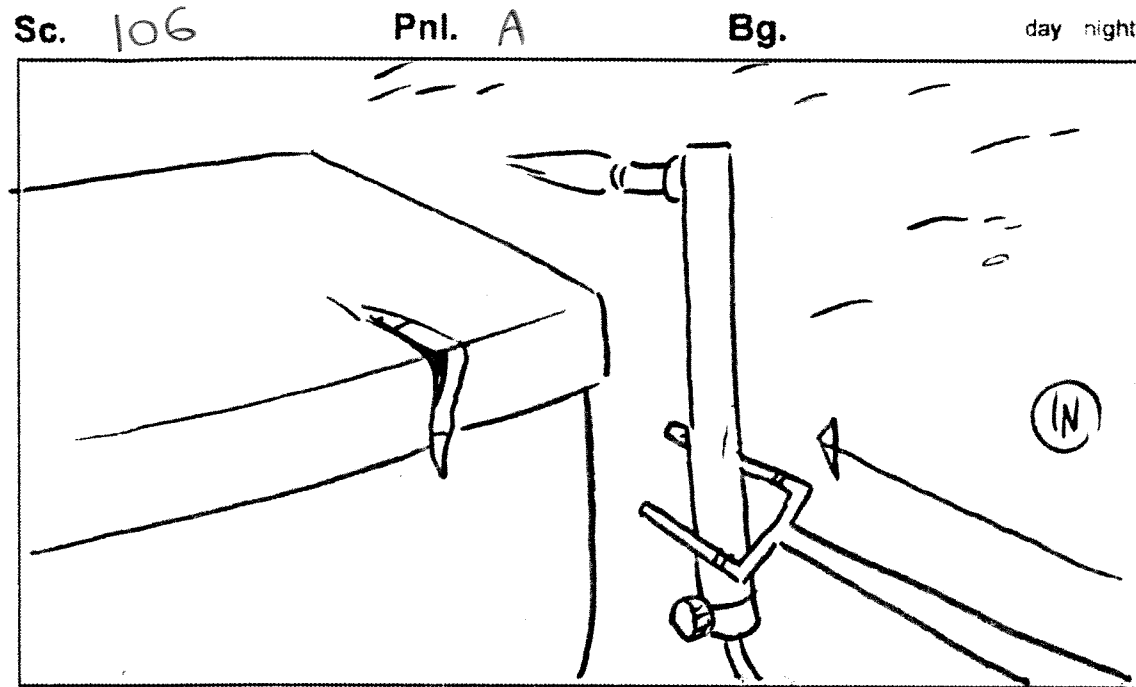
Production :

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ADVENTURE TIME



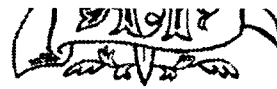
Page 113



Dialog:	
Action:	SFX: * FSSSHH! * - NEPTR APPLIES TORCH TO SCRAP METAL, - SPARKS FLY FROM CUTTING
Timing:	

EPISODE # 100882

Production :

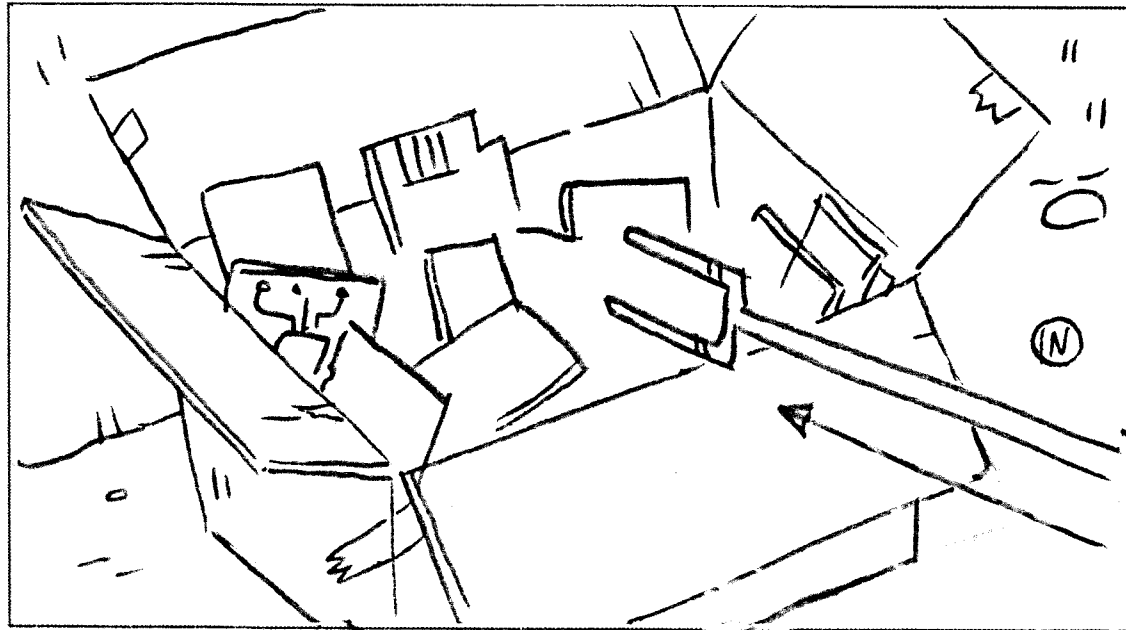


Sc. 107

Pnl. A

Bg.

day night

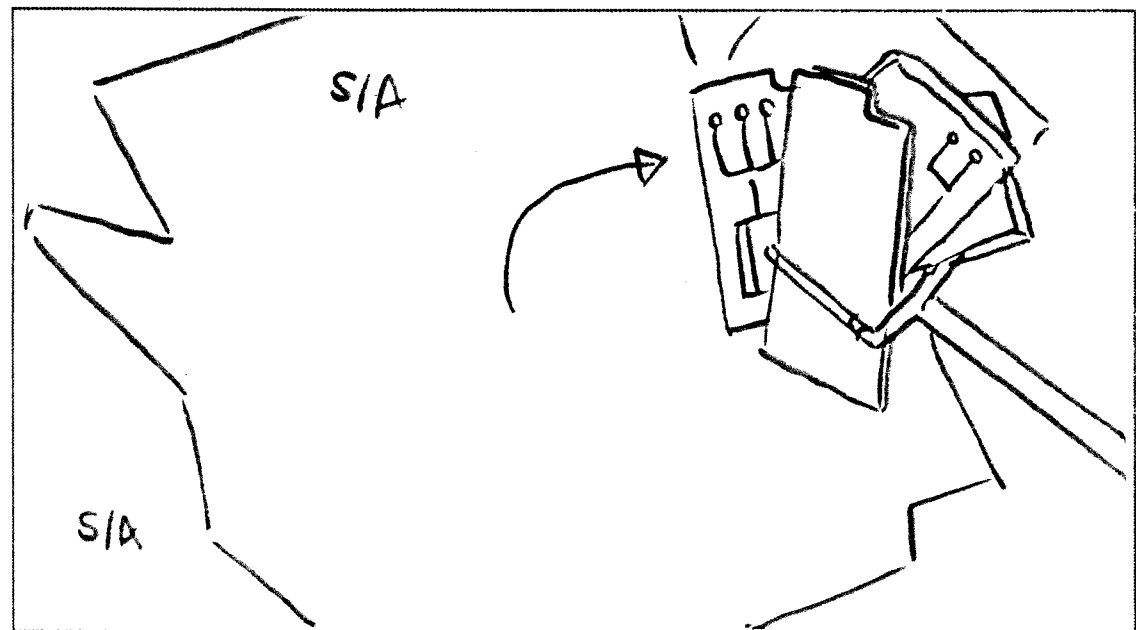


Sc. 107

Pnl. B

Bg.

day night



Dialog:

Action:

- NEPTR REACHES TOWARDS BOX of CIRCUIT BOARDS.

SFX: *CHKK-CHKK*

- NEPTR PICKS UP HANDFUL OF CIRCUIT BOARDS

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



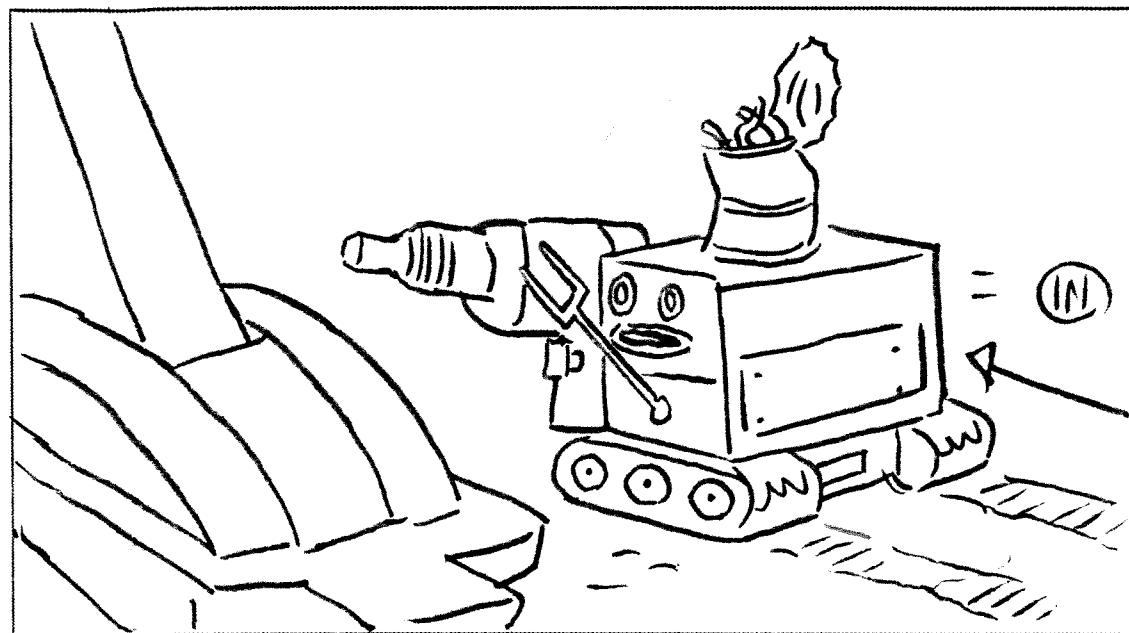
Page 115

Sc. 108

Pnl. A

Bg.

day night

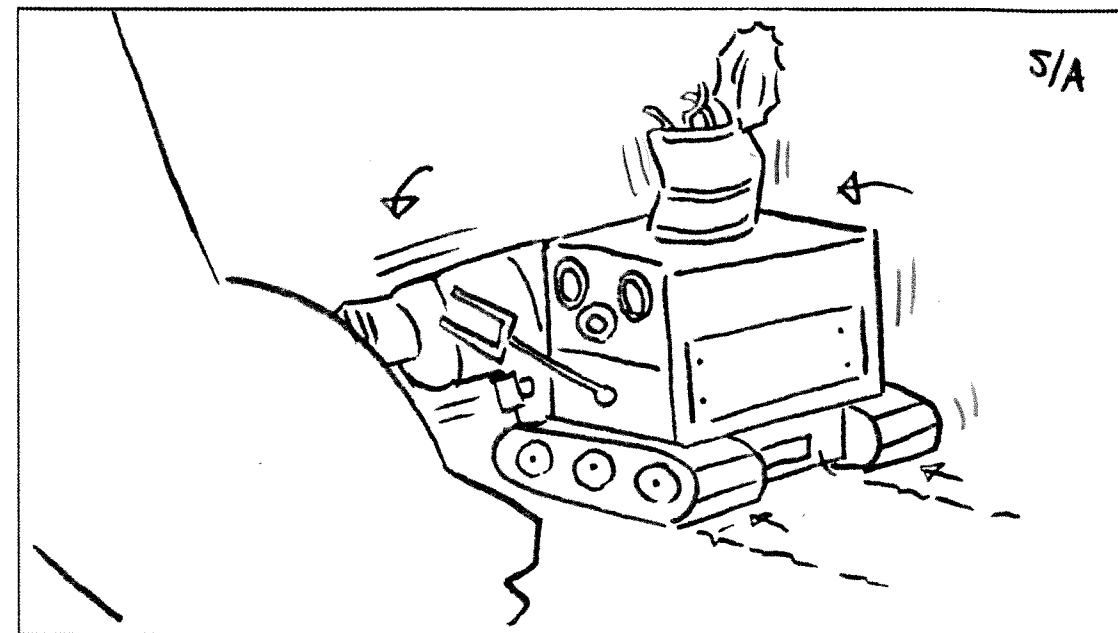


Sc. 108

Pnl. B

Bg.

day night



Dialog:

SFX: *VRMMM*

[RATTLE]

SFX: *TK-TK-TK-TK*

Action:

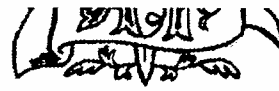
- NEPTR ZOOMS TOWARDS ROBOT FOOT.

- NEPTR APPLIES RIVET GUN TO ROBOT FOOT,
- NEPTR SHAKES VIOLENTLY

Timing:

EPISODE # 100882

Production :

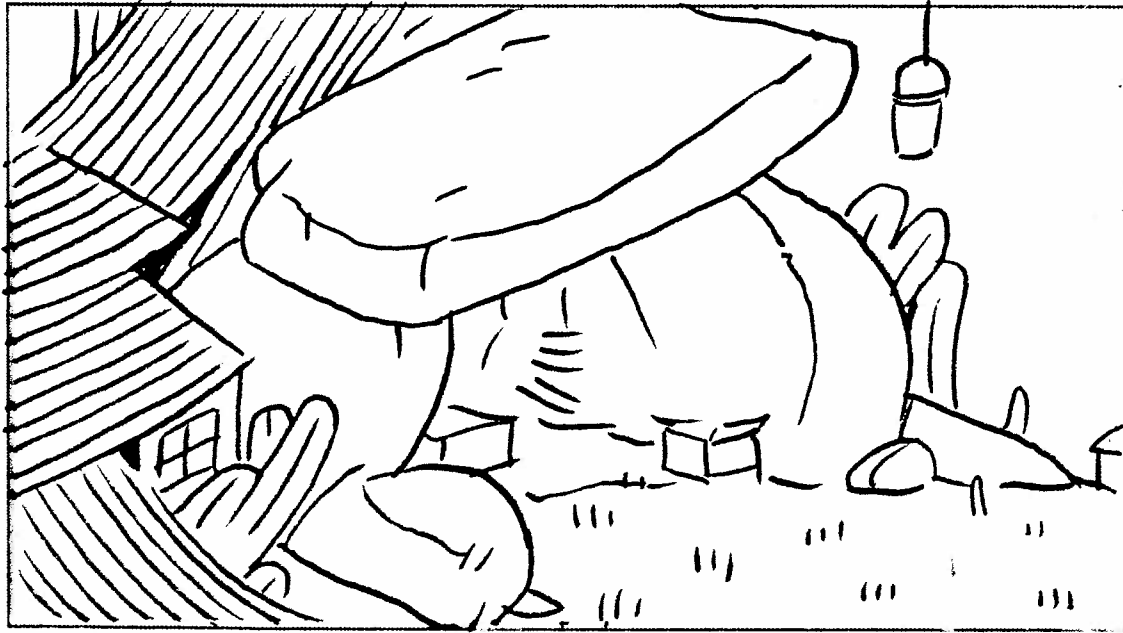


Sc. 109

Pnl. A

Bg.

day night

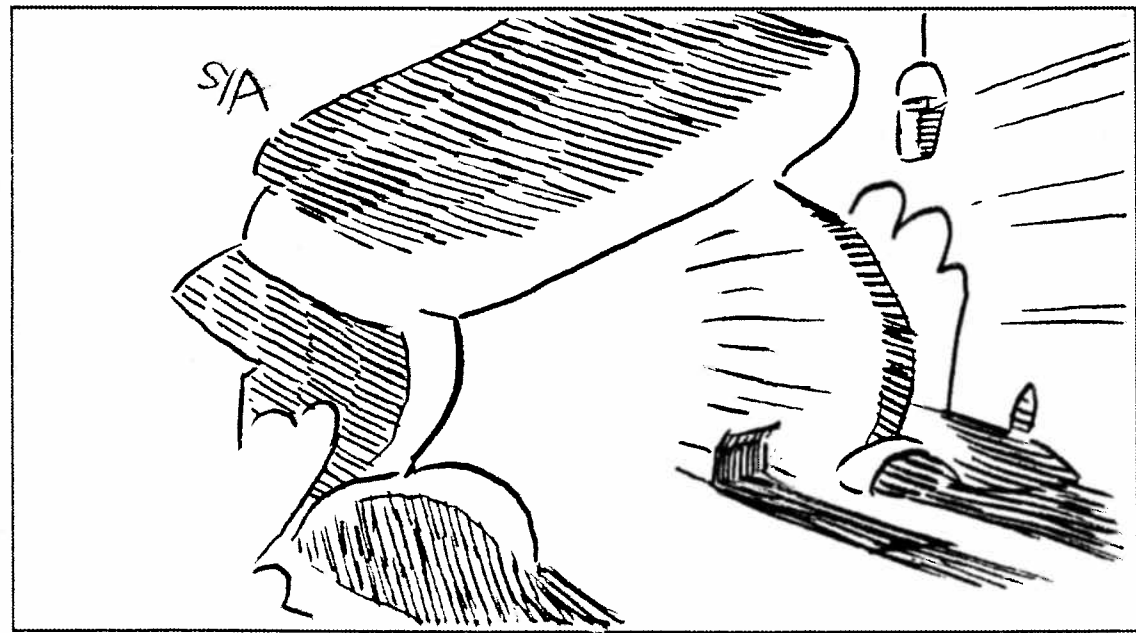


Sc. 109

Pnl. B

Bg.

day night



Dialog:

N: FINISHED

SFX * JET ENGINE STARTING

Action:

- GLOW EMERGES FROM CAVE

Timing:

EPISODE # 100882

W/100882

ADVENTURE TIME



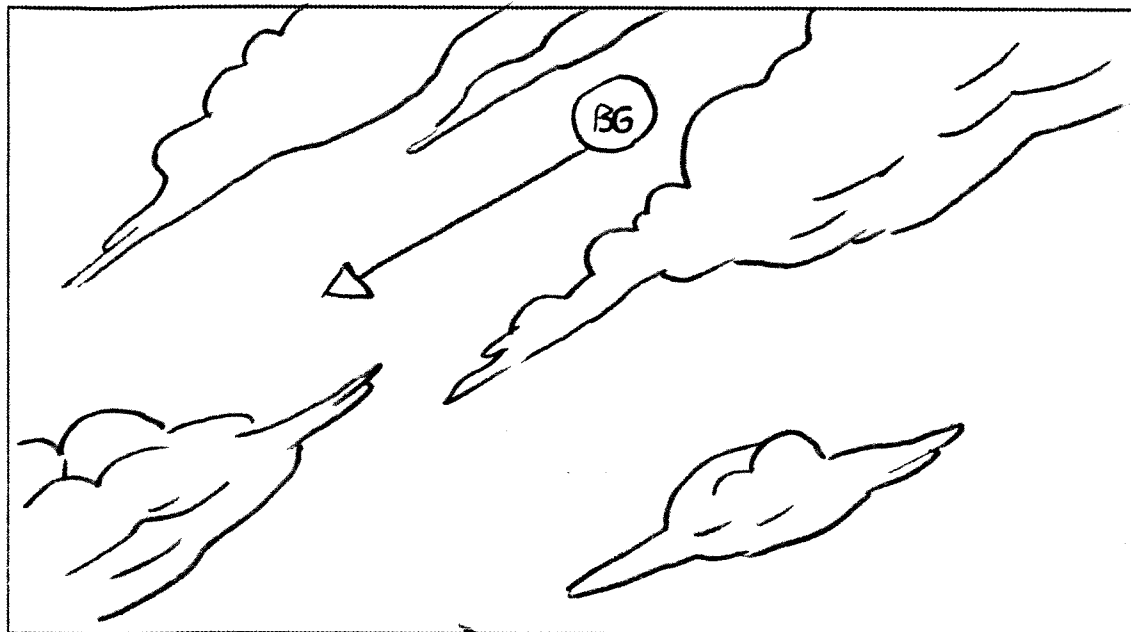
Page 117

Sc. 110

Pnl. A

Bg.

day night

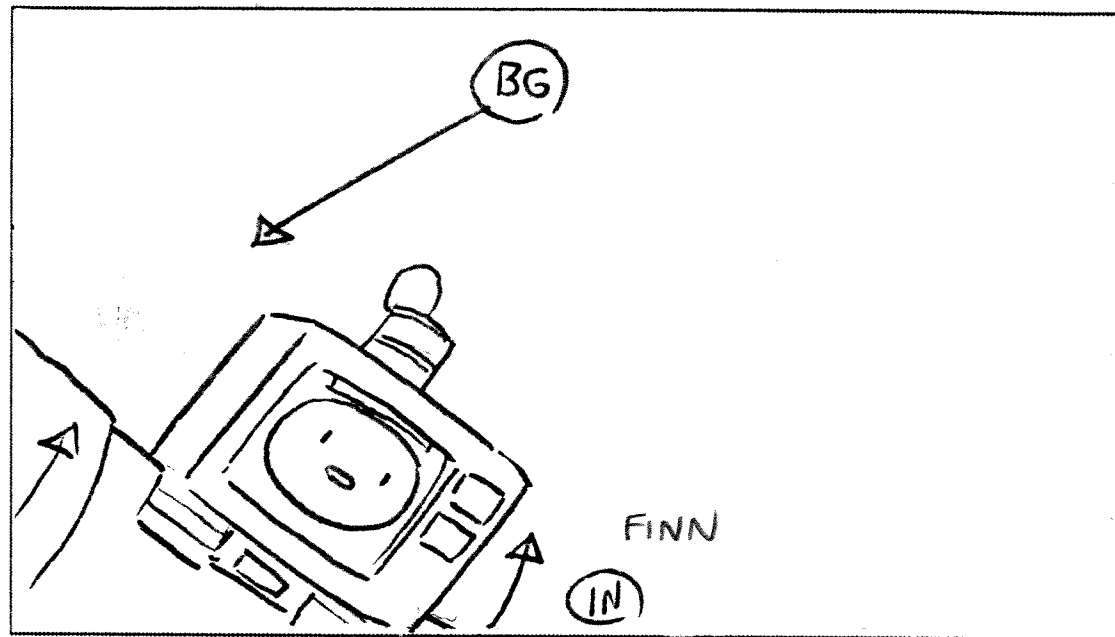


Sc. 110

Pnl. B

Bg.

day night



Dialog:

Action:

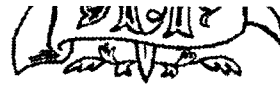
- CLOUDS STREAM BY

- FINN RISES INTO FRAME

Timing:

EPISODE # 100882

Production :

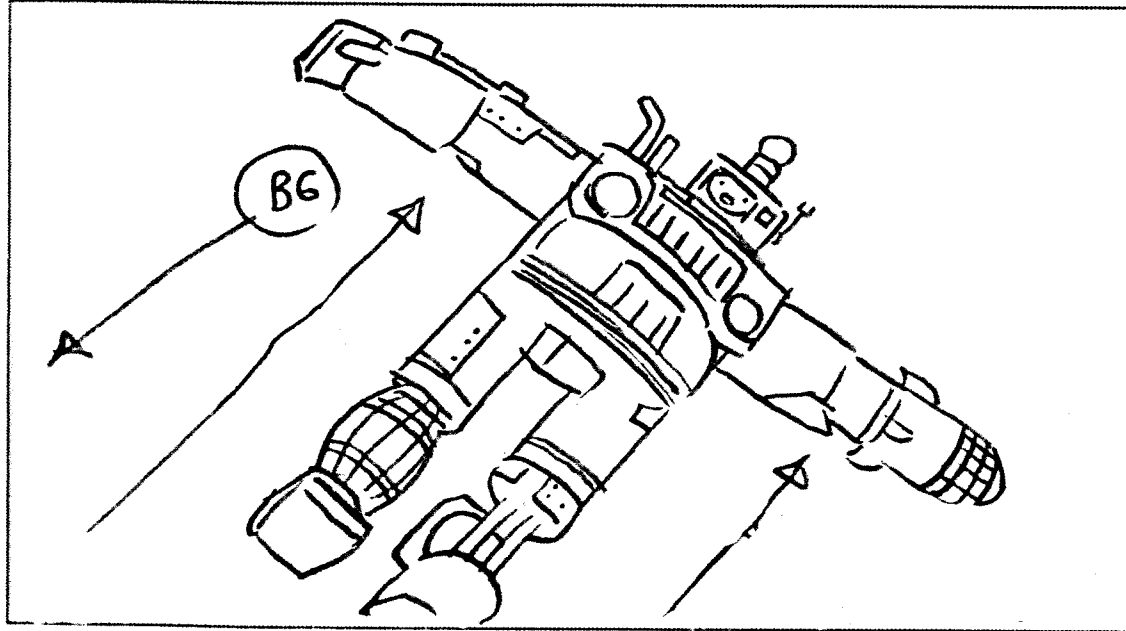


Sc. 110

Pnl. C

Bg.

day night

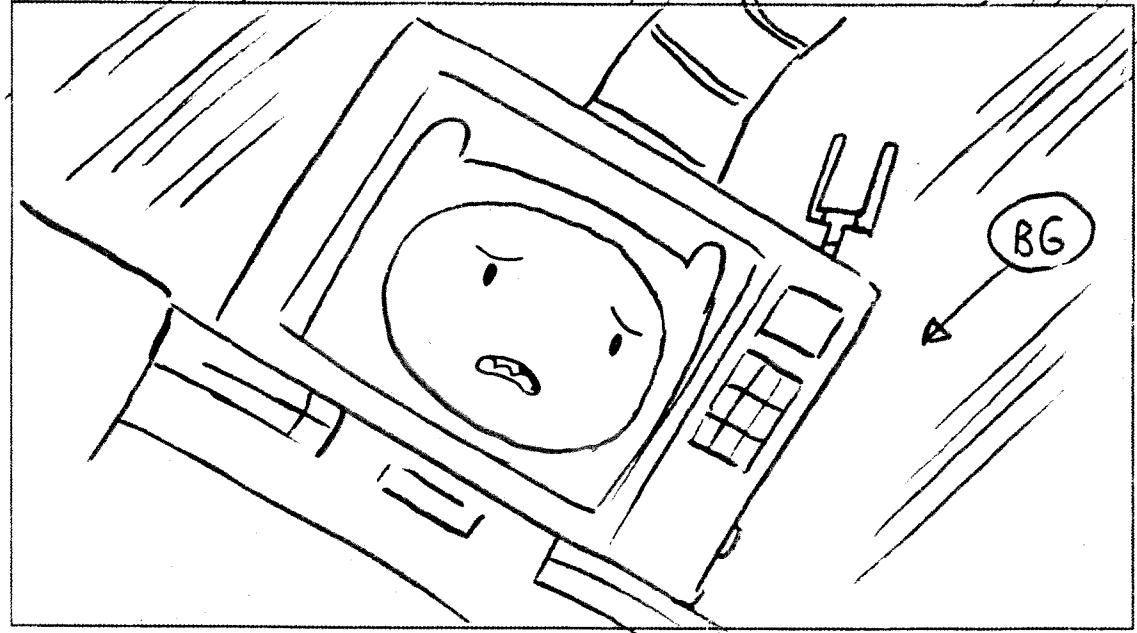


Sc. 111

Pnl. A

Bg.

day night



Dialog:

SFX: * WHOOSH!! *

F: (TO HIMSELF)

I SURE HOPE FLAME PRINCESS
IS OKAY...

Action:

Timing:

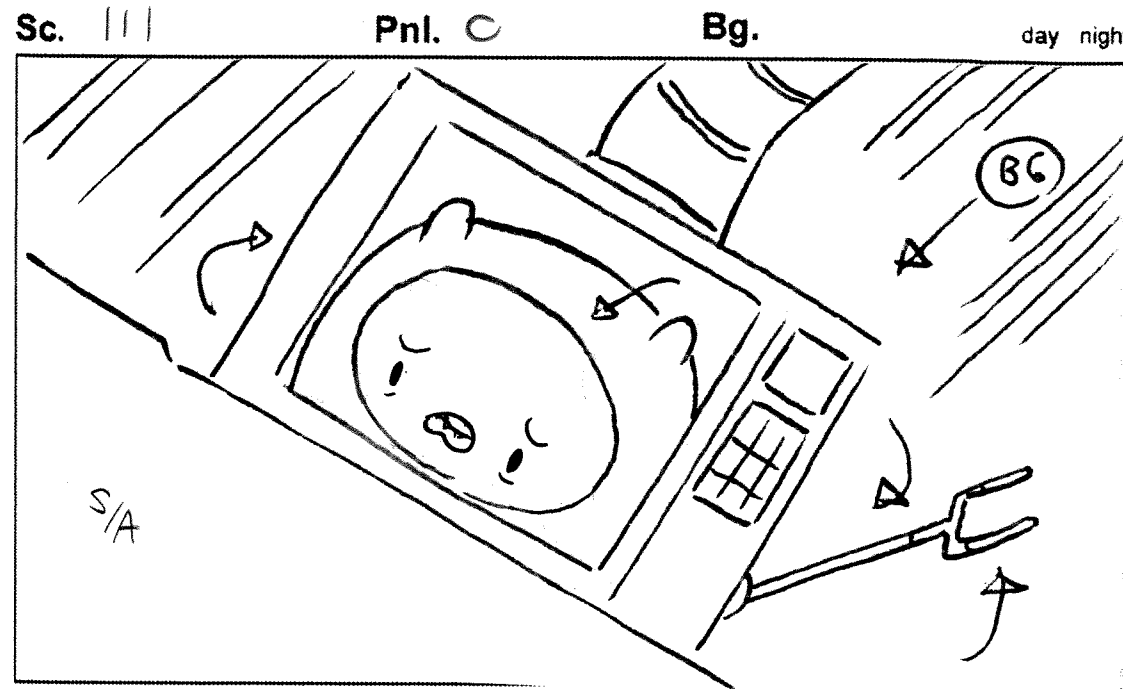
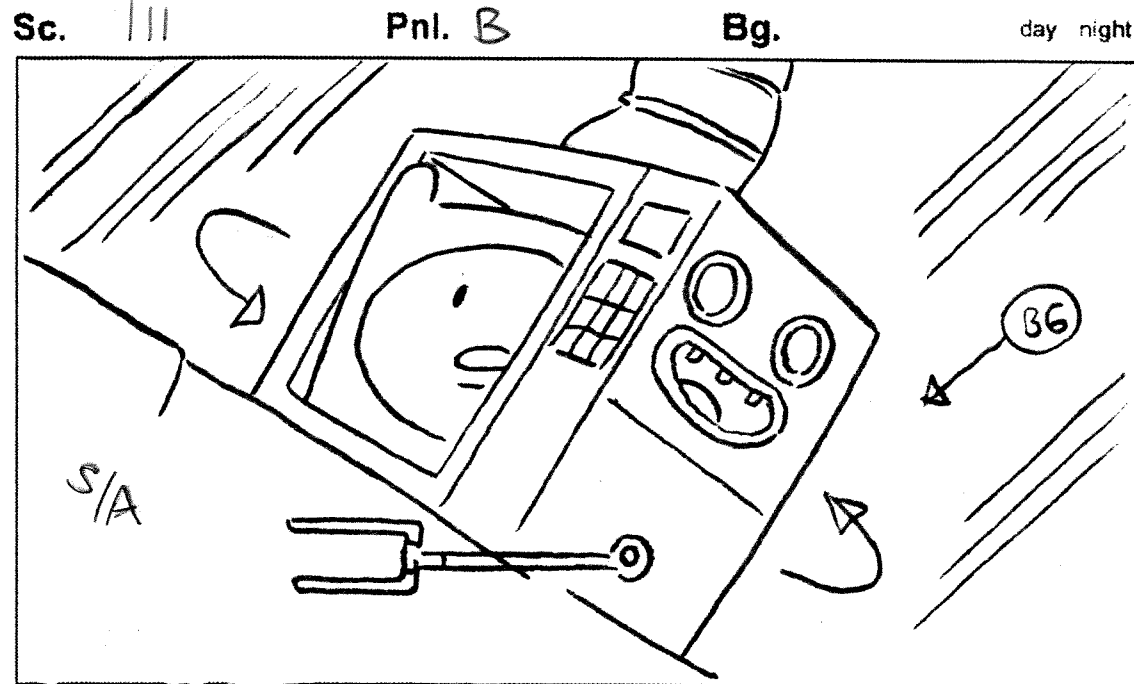
EPISODE # 100882

Production :

ADVENTURE TIME



Page 119



Dialog:

N: HA-HA!! WE ARE AS ONE, CREATOR!

F: JAKE, YOU THINK FLAME PRINCESS IS OKAY?!

N: WHOA!

Action:

- NEPTR TWISTS AROUND TRYING TO LOOK AT FINN

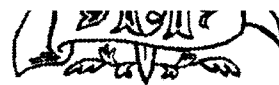
- FINN LOOKS DOWN

Timing:

100882

EPISODE #

Production :

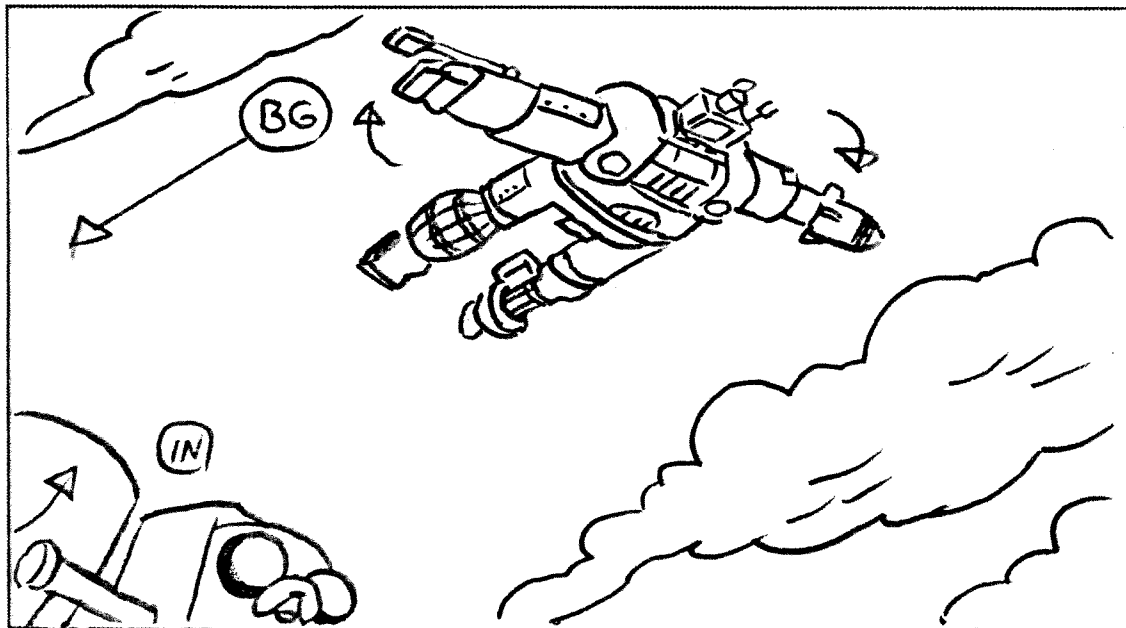


Sc. 112

Pnl. A

Bg.

day night

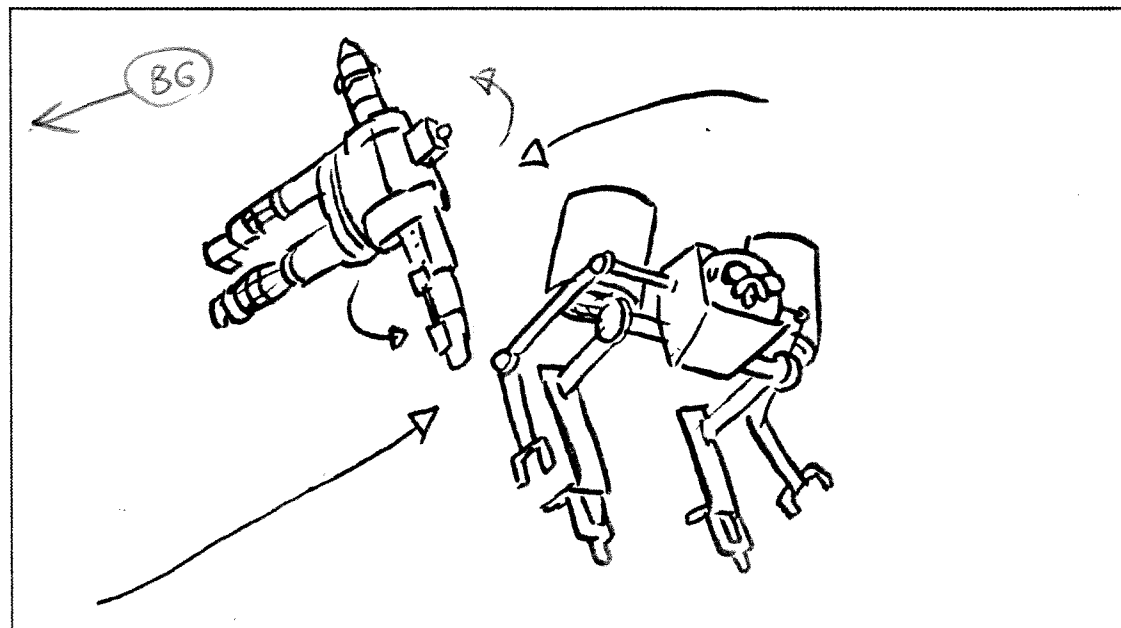


Sc. 112

Pnl. B

Bg.

day night



Dialog:

J: (DOPPLER)
DUUUUUUU...
SFX: *VRRMMM*

J: - VUUUUUDE!
SFX: *WHOOSH*

Action:

- JAKE SOARS INTO FRAME.

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



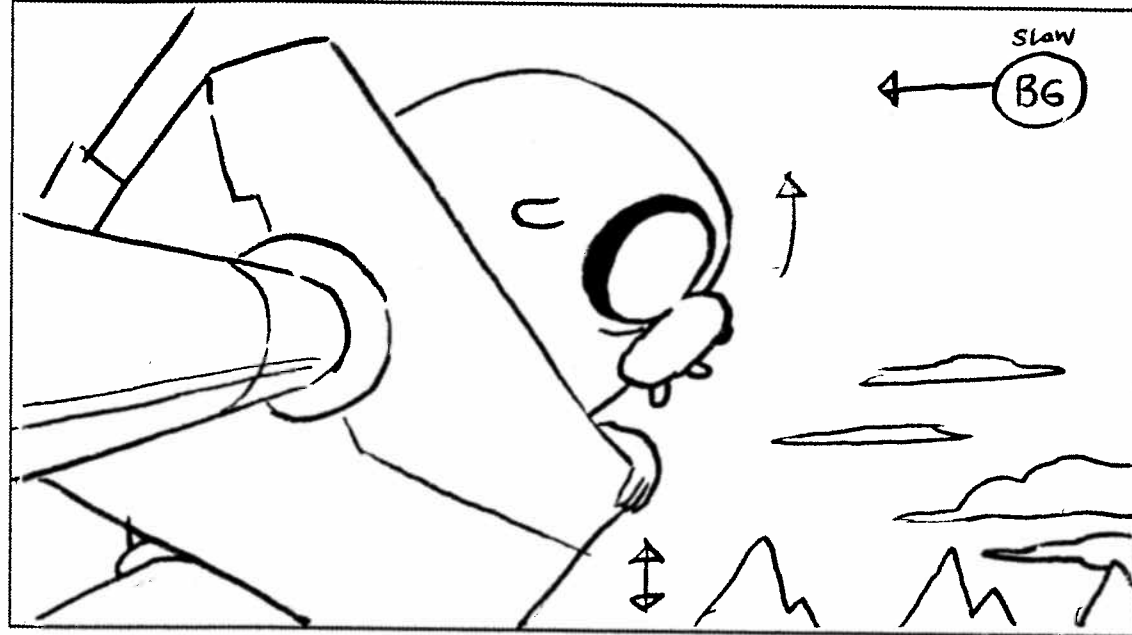
Page 121

Sc. 113

Pnl. A

Bg.

day night



Sc. 113

Pnl. B

Bg.

day night



Dialog:

J: I FEEL LIKE I
COULD TOUCH
THE HEAVENS!!

J: (WHISPERY)
AND SOCK
ANGELS

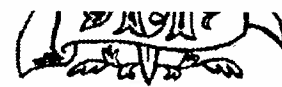
Action:

- JAKE LOOKS UP AND SHAKES HIS FIST.

Timing:

EPISODE # 100882

Production :



Sc. 113

Pnl. C

Bg.

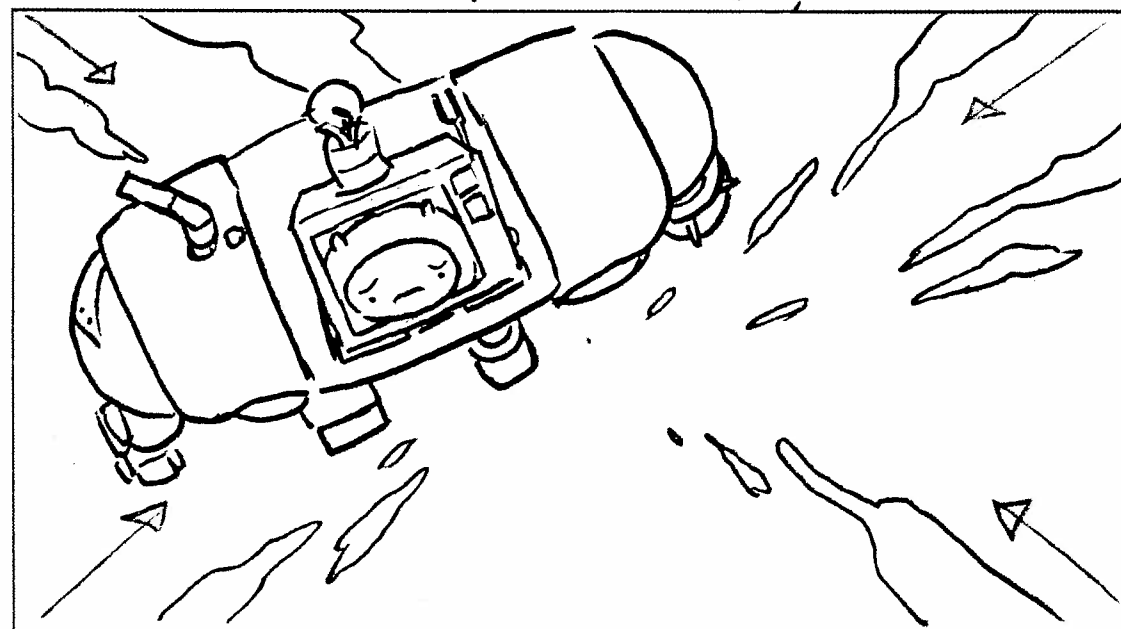
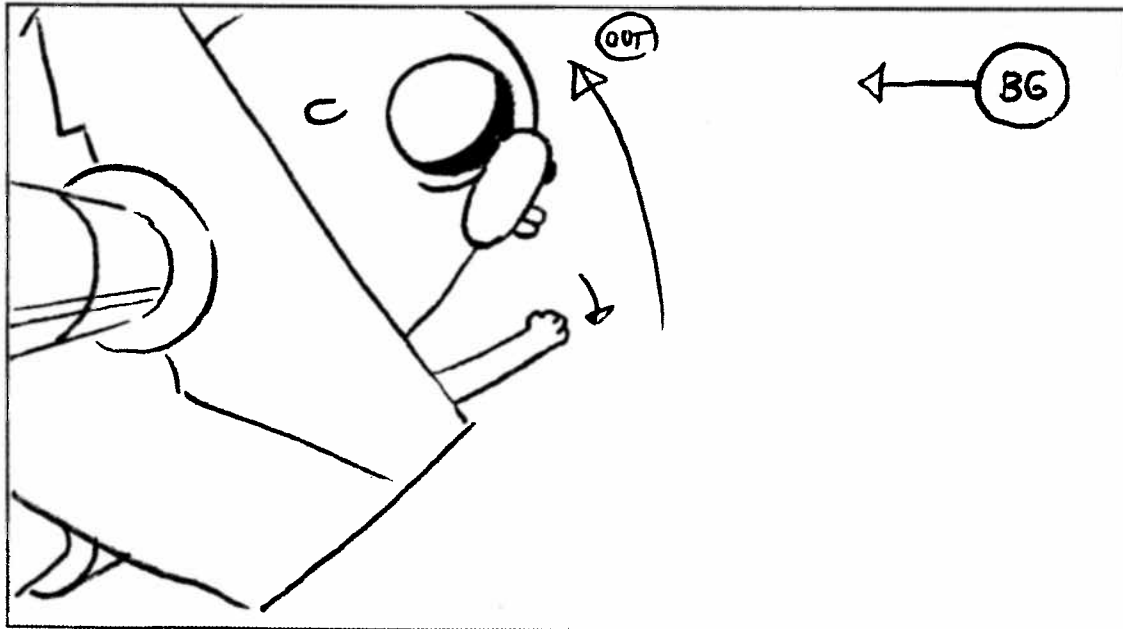
day night

Sc. 114

Pnl. A

Bg.

day night



Dialog:

SFX: *WHOOOSH*

Action:

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME

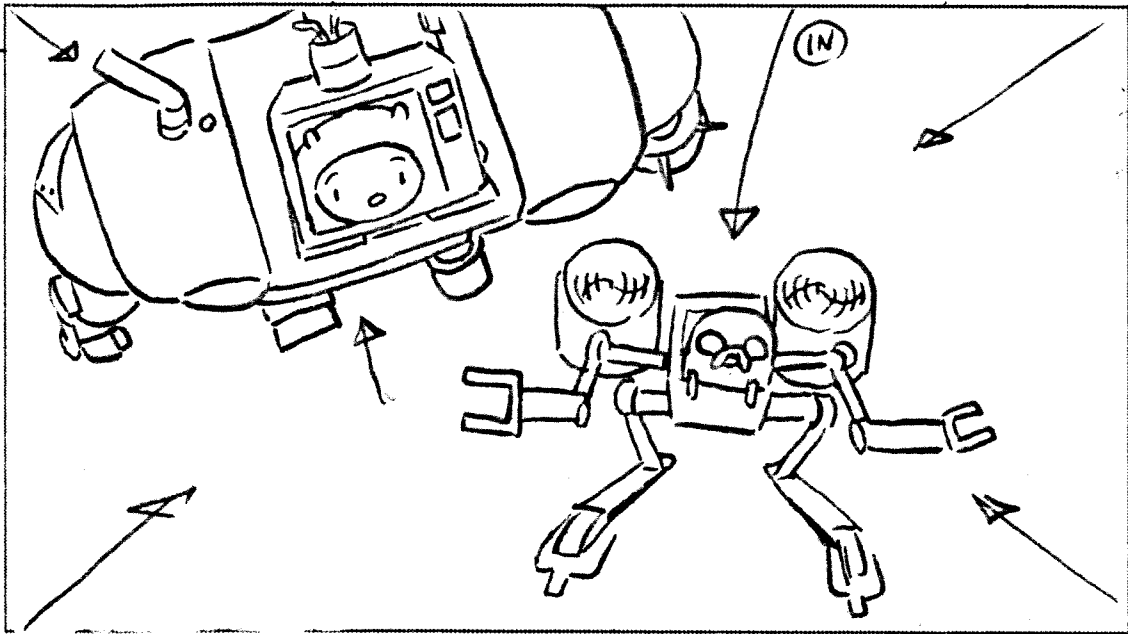


Sc. 114

Pnl. B

Bg.

day night

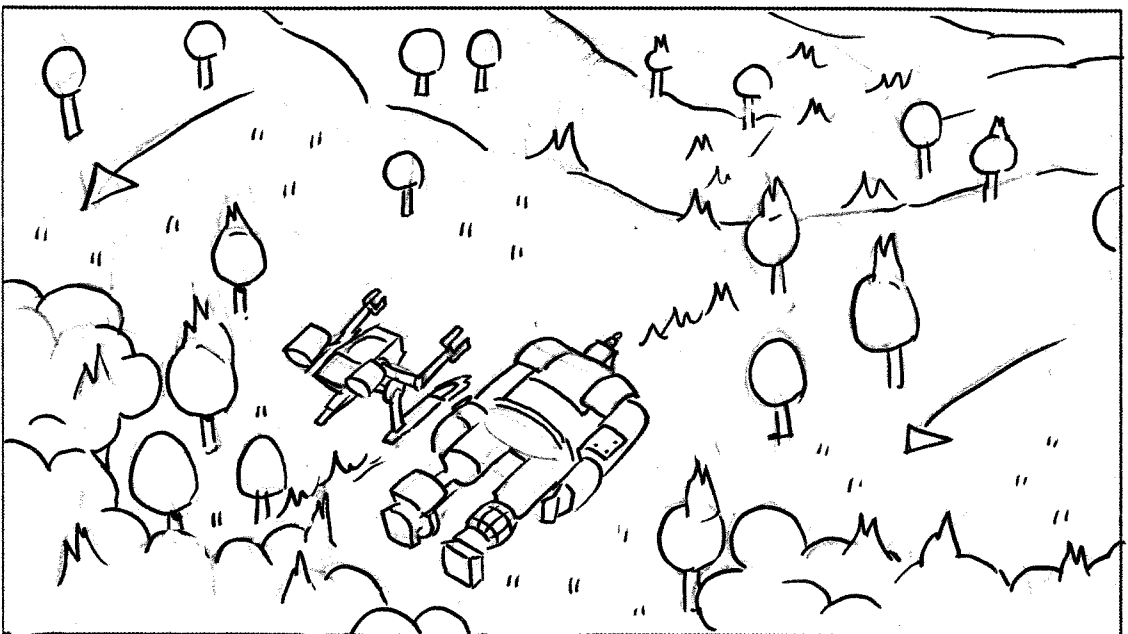


Sc. 115

Pnl. A

Bg.

day night



Dialog:

F: WE'RE COMIN' UP
ON THE GOBLIN
KINGDOM ...

SFX: *WHOOOSH*

Action:

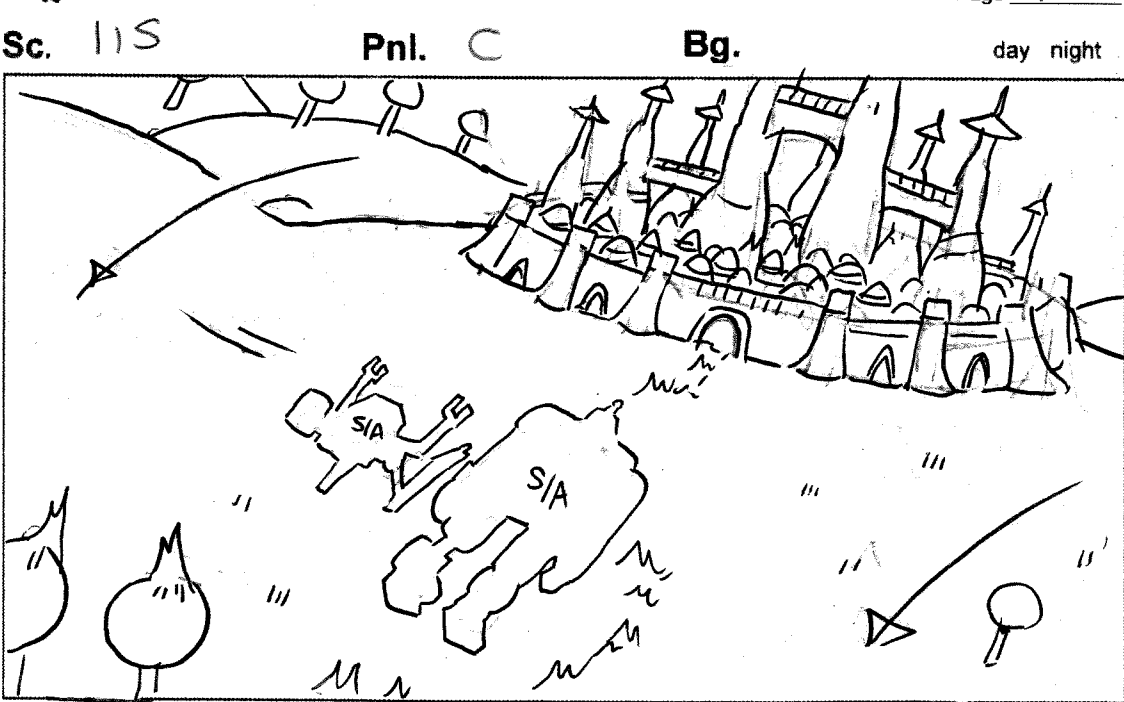
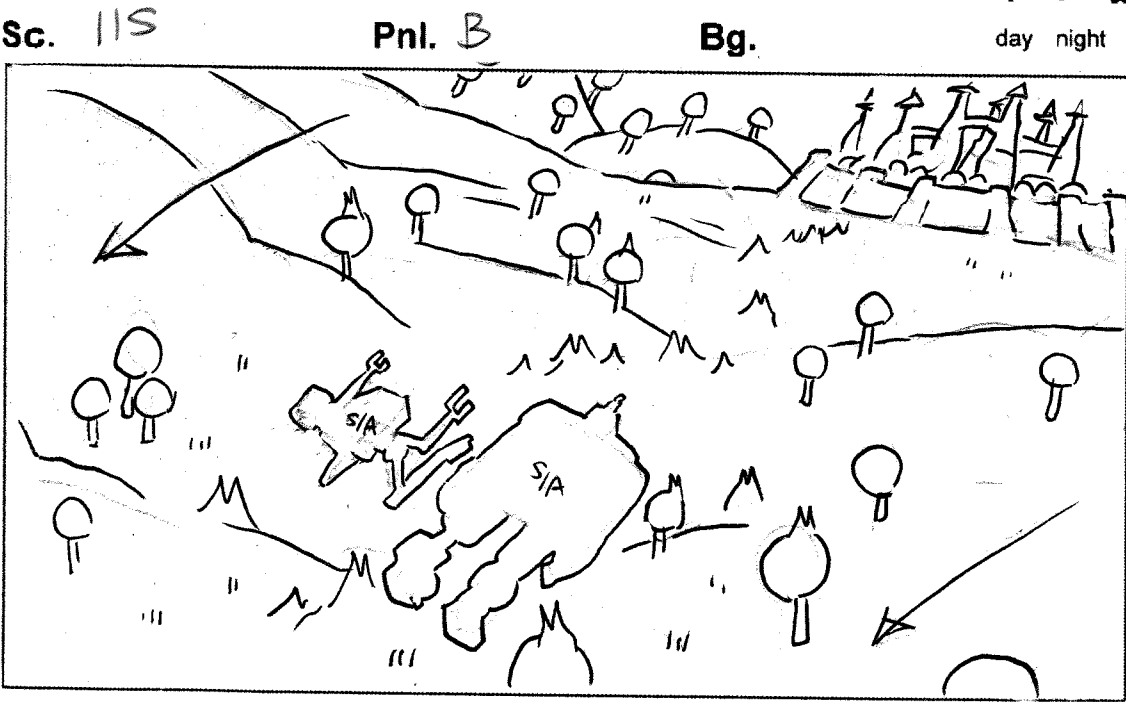
- F+J FLY OVER BURNING TREES + FLAME TRAIL

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



Dialog:
Action: - F + J FLY TOWARDS GOBLIN KINGDOM. - FLAME TRAIL LEADS THROUGH GATE
Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



clean

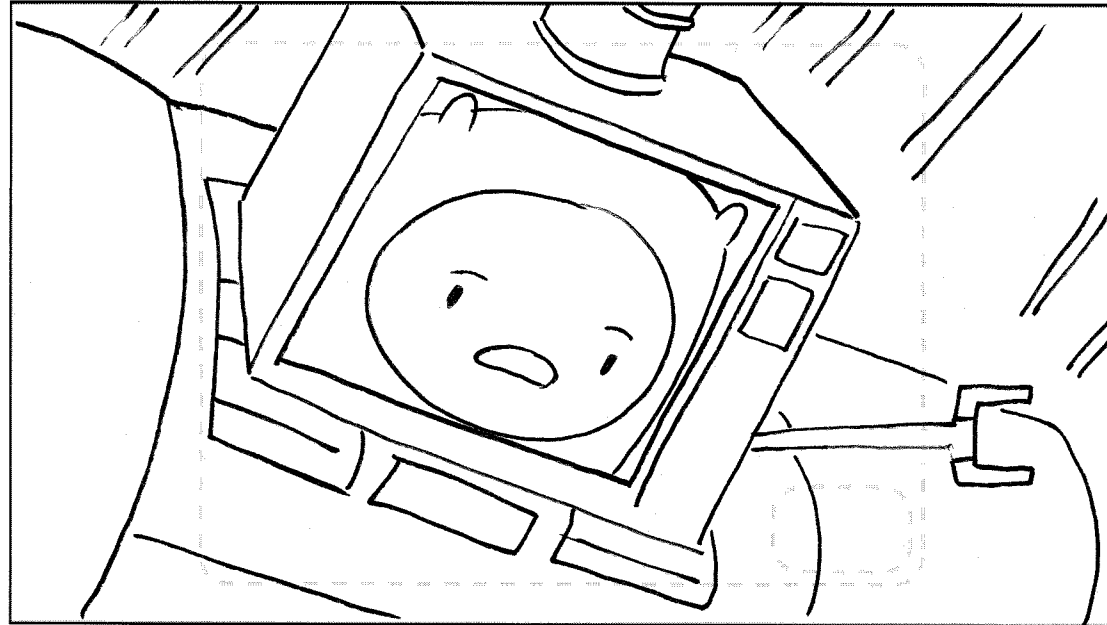
Page 125

Sc. 116

Pnl. A

Bg.

day night

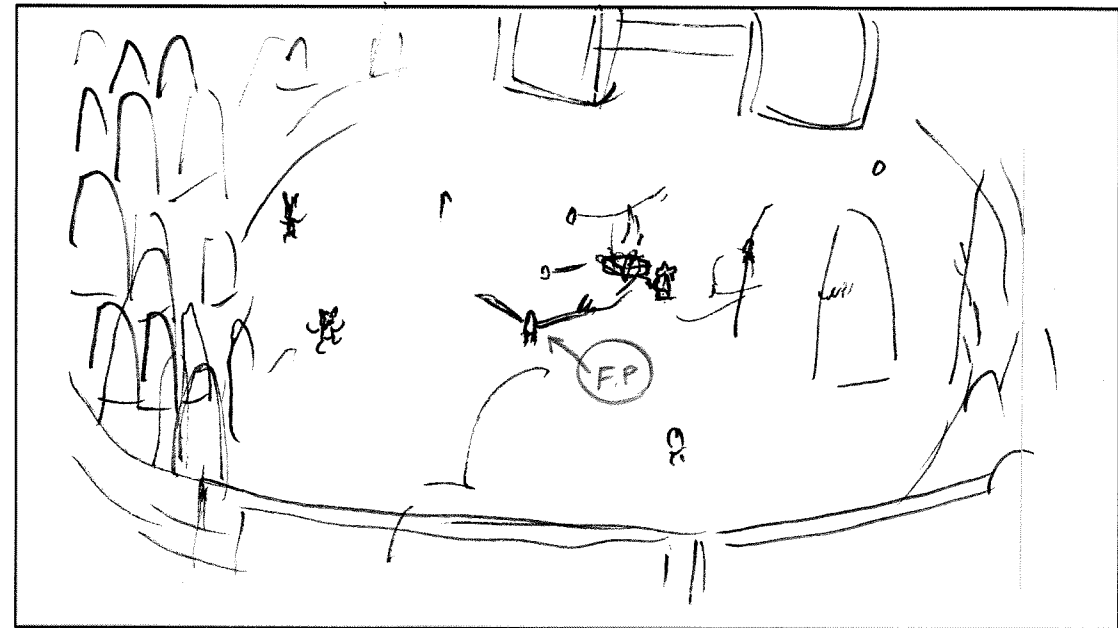


Sc. 117

Pnl. A

Bg.

day night



Dialog:

F: THERE SHE IS ...

GOBLIN CROWD: [SCREAMING WALLA]

SFX: * FWOOSH FWOOSH !! *

Action:

- FLAME PRINCESS SHOOTS JETS OF FLAME AT BUILDINGS.

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



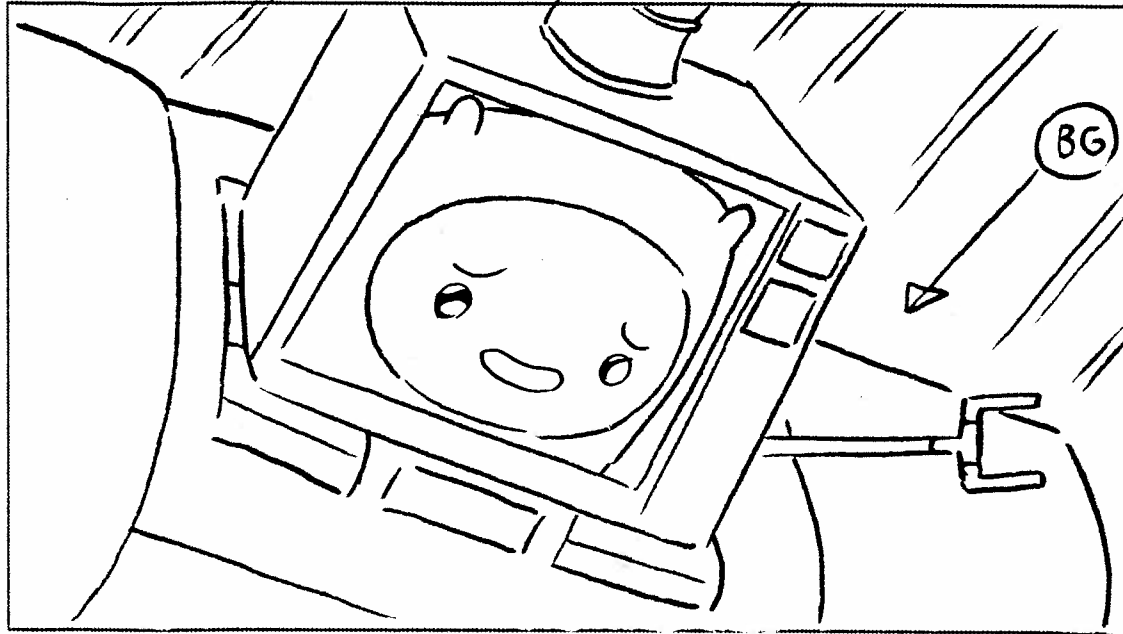
Page 126

Sc. 118

Pnl. A

Bg.

day night



Sc. 119

Pnl. A

Bg.

day night



Dialog:

(E) (RELIEVED)
... SHE SEEMS OKAY ...

GOBLIN WOODCHOPPER:

AAAGH!

GOBLIN CROWD: [HORRIFIED WALLA]

Action:

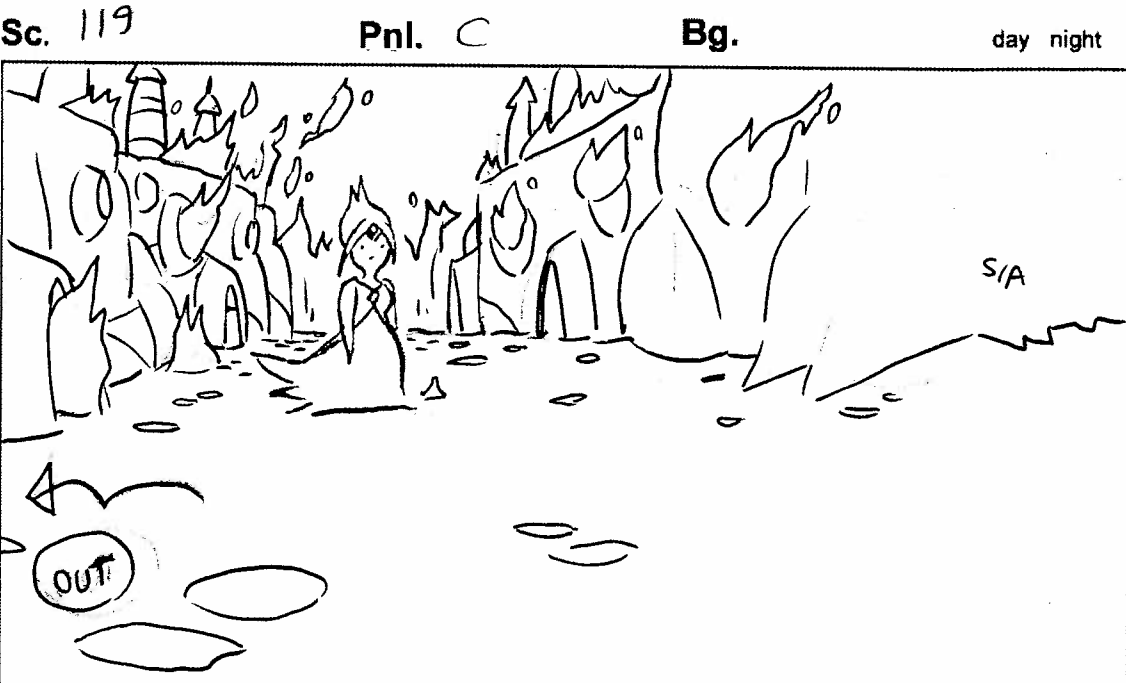
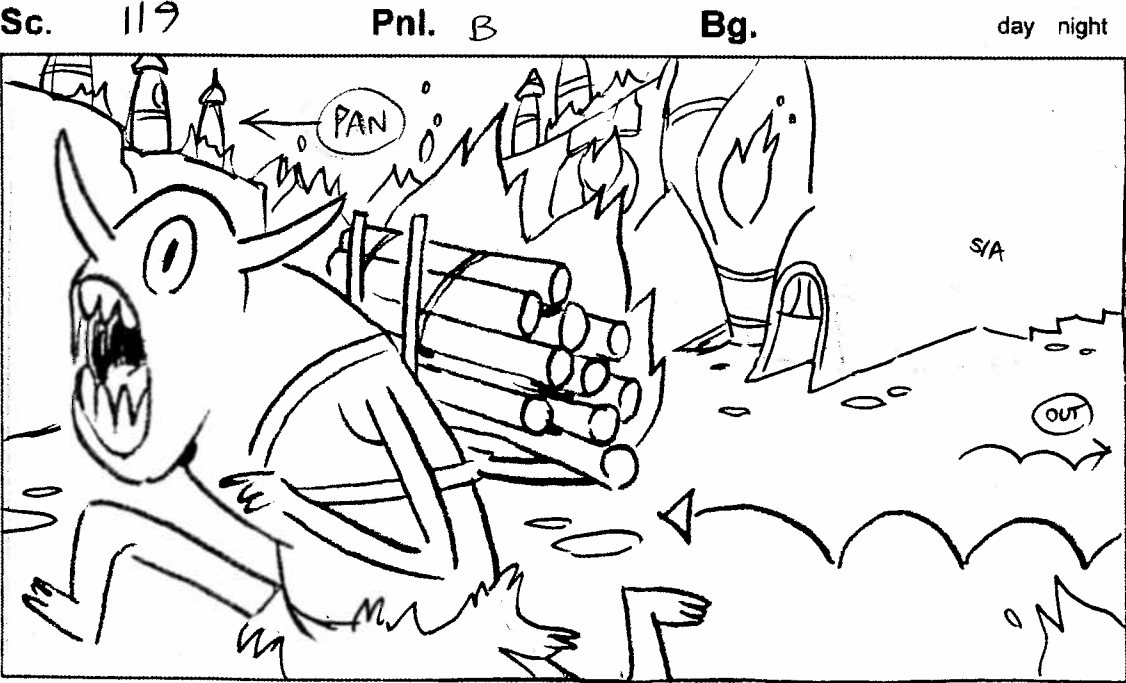
-BUILDINGS ON FIRE
-GOBLINS RUN IN PANIC

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



Dialog:	
(GW) WOOD FOR SALE !!	(GW) WOOD-ON-FIRE FOR SALE !!
Action:	
- WOODCHOPPER RUNS LEFT	- WOODCHOPPER RUNS OFF/S
- PAN W/ RUNNING WOODCHOPPER	- F.P. STANDS IN THE MIDDLE OF STREET.
Timing:	

EPISODE # 100882

Production :

ADVENTURE TIME



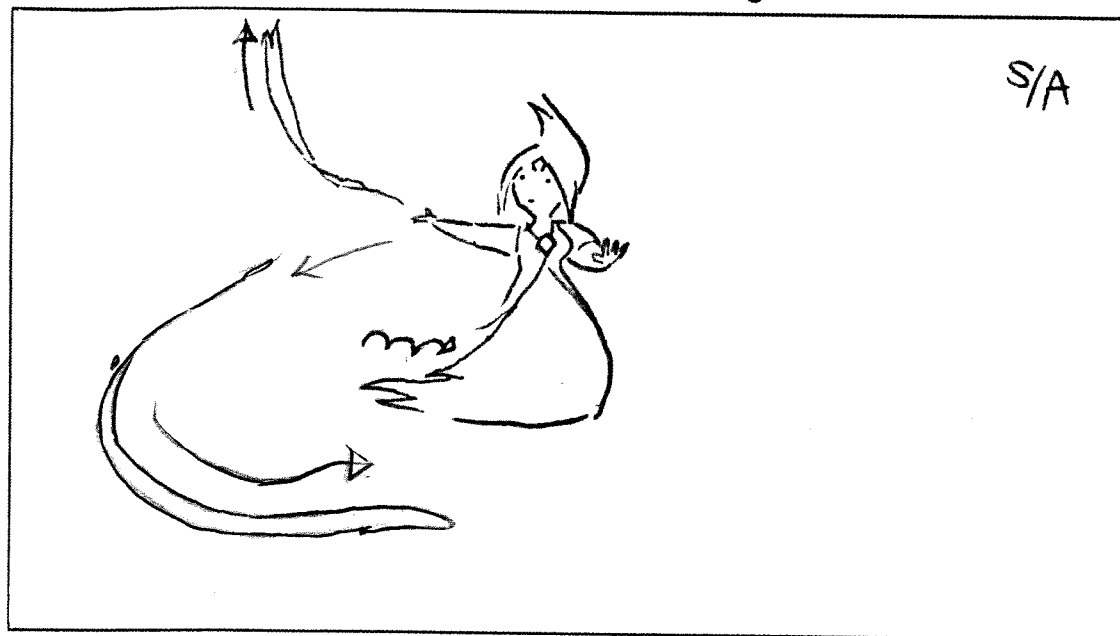
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Sc. 119

Pnl. D

Bg.

day night

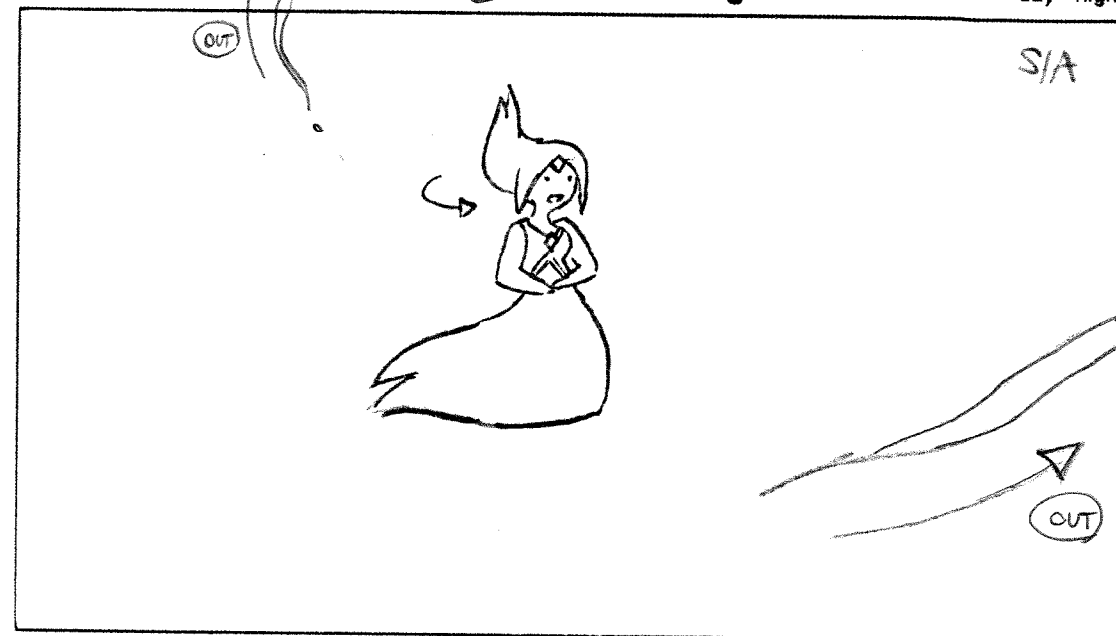


Sc. 119

Pnl. E

Bg.

day night



Dialog:

SFX: * FWIPP!! *

FP:

IT'S REALLY STARTING
TO COME TOGETHER...

Action:

- LONG TONGUES OF FLAME SNAKE OUT
FROM F.P.'S HAND.

- F.P. TURNS TO ADMIRE HER WORK.
- FLAME TONGUES FLOW OFF/S.

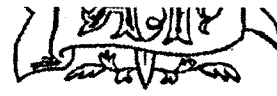
Timing:

100882

EPISODE #

Production :

ADVENTURE TIME



Page 129

Sc. 120

Pnl. A

Bg.

day night



Sc. 120

Pnl. B

Bg.

day night



Dialog:

FP: NEEDS MORE... FIRE .

FP: HMMM

Action:

Timing:

100882

EPISODE #

Production :

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ADVENTURE TIME



Sc. 120

Pnl. C

Bg.

day night

Sc. 120

Pnl. D

Bg.

day night



Dialog:	<u>F:</u> ^(qs) FLAME PRINCESS!!	<u>FP:</u> ?
Action:	-FP SPINS AROUND	
Timing:		

EPISODE # 100882

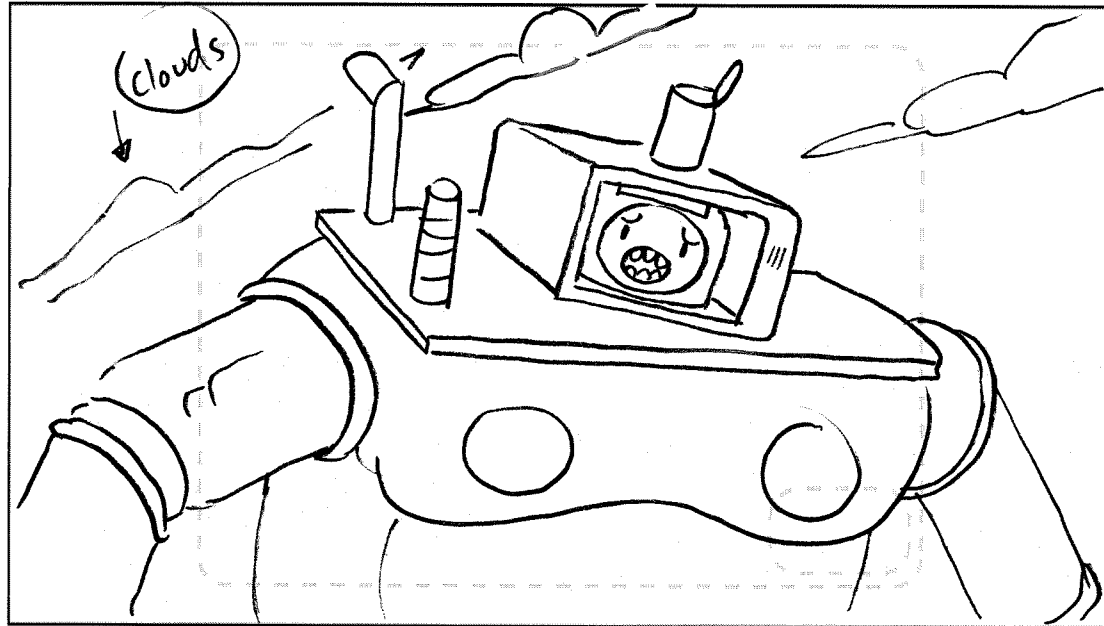
Production :

ADVENTURE TIME

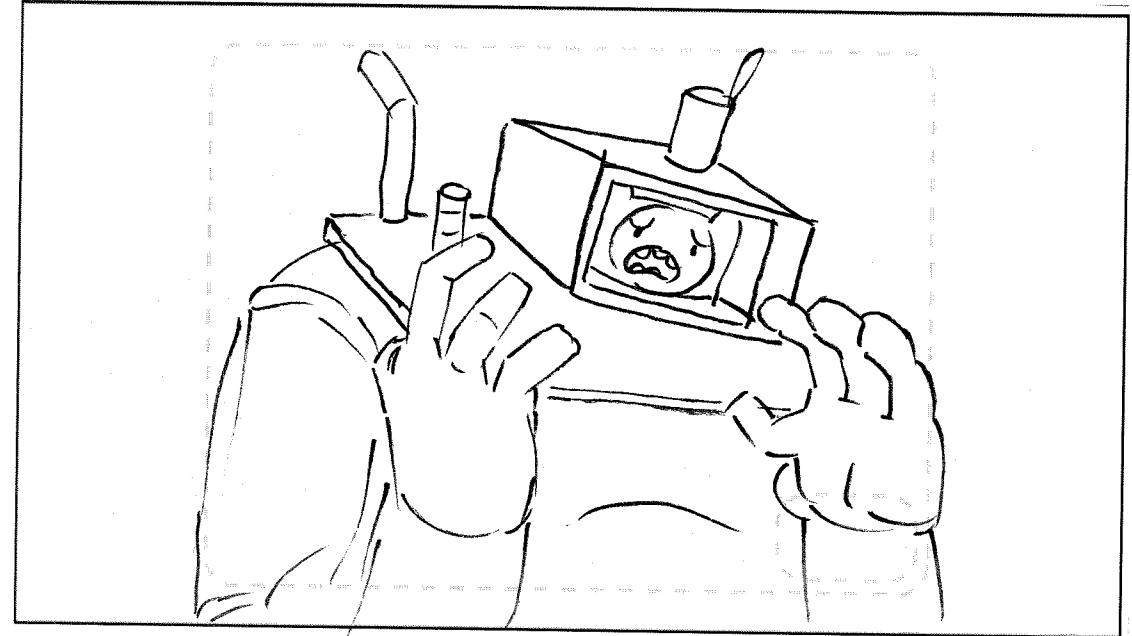


Page 131

Sc. 121 Pnl. A Bg. day night



Sc. 121 Pnl. B Bg. day night



Dialog:

F - LISTEN, YOU GOTTA STOP BURN-
ING THE GOBLIN KINGDOM!

F BUT I DON'T WANT TO FIGHT YOU...

Action:

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



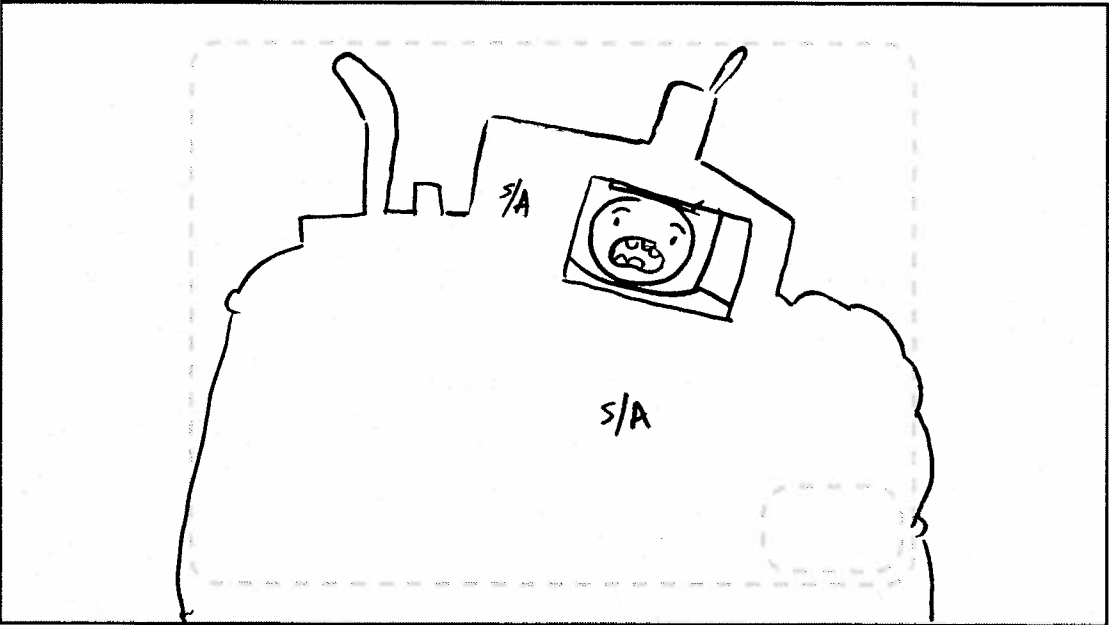
Page 132

Sc. 121

Pnl. C

Bg.

day night

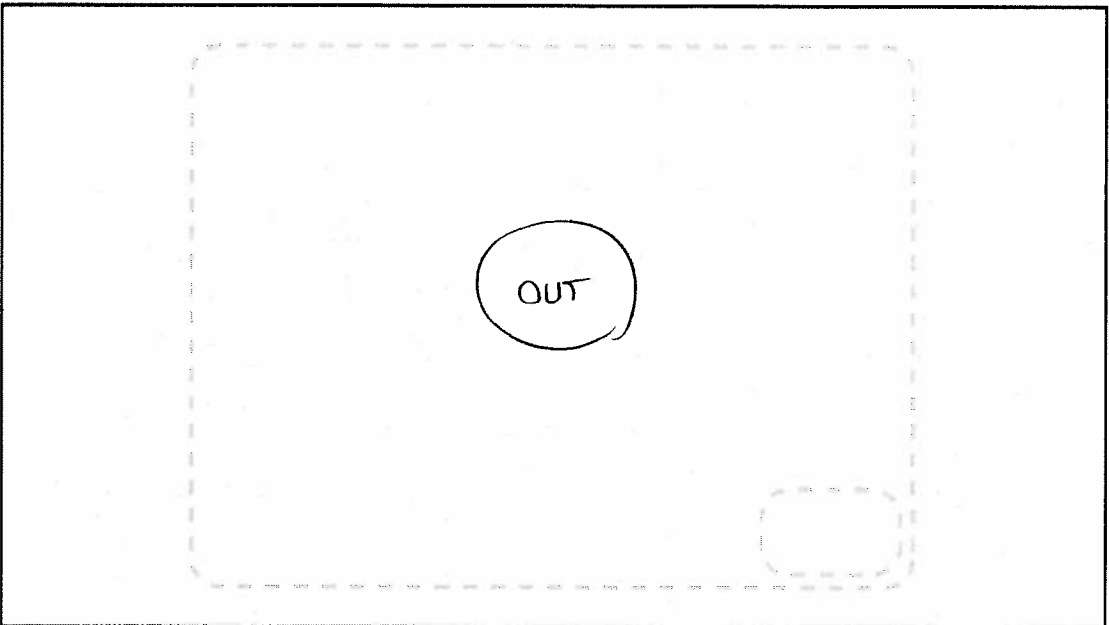


Sc.

Pnl.

Bg.

day night



Dialog:

Ⓕ OR HURT YOU, I SWEAR!

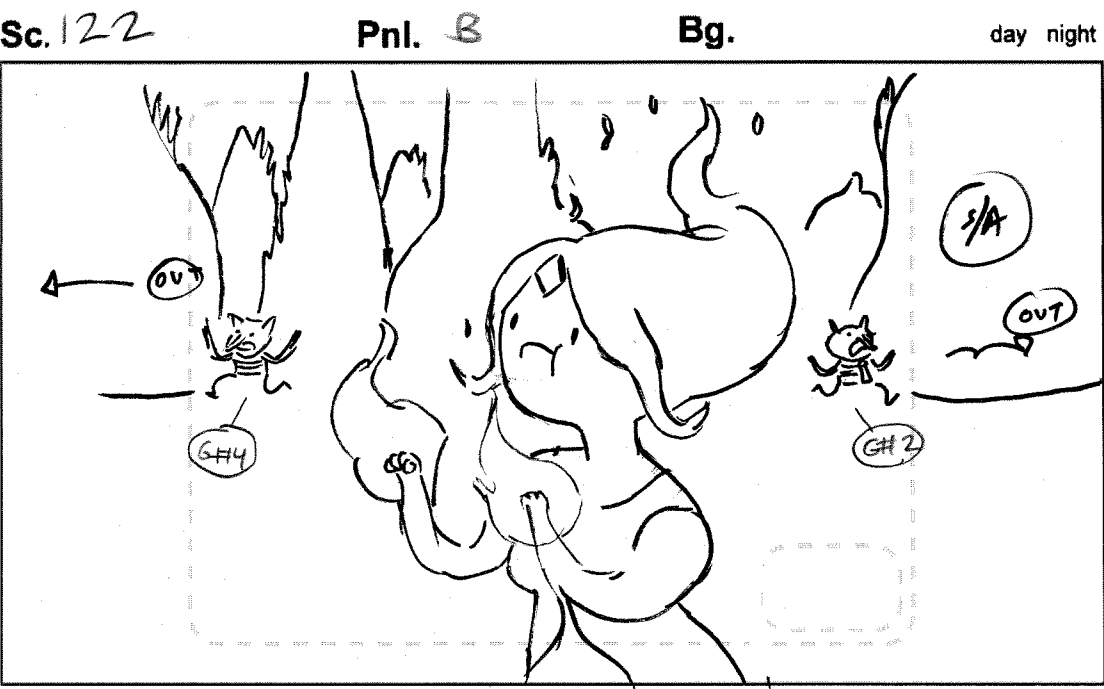
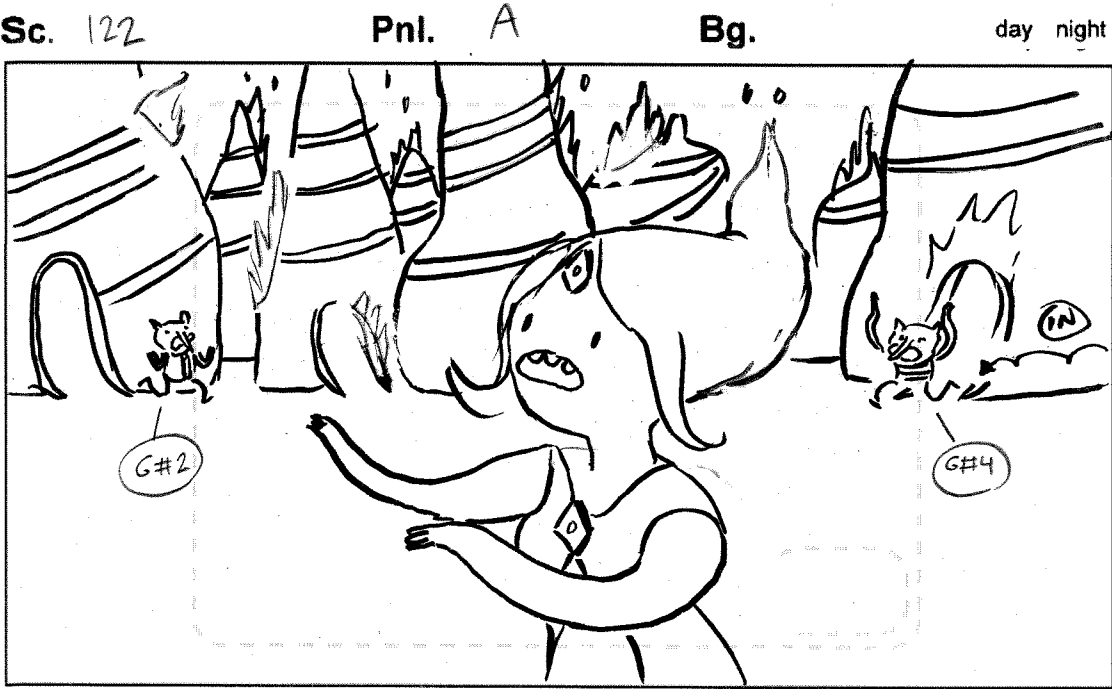
Action:

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



Dialog:

(FP) (SKEPTICAL)
I HAVE HEARD ALL THIS BEFORE ...

GOBLINS -(FAINT) AAAAAAH!

Action:

- FLAME PRINCESS FORMS TWO FIREBALLS.
- GOBLINS #12 + GOBLIN #4 RUN PAST EACH OTHER IN THE BG.

Timing:

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ADVENTURE TIME

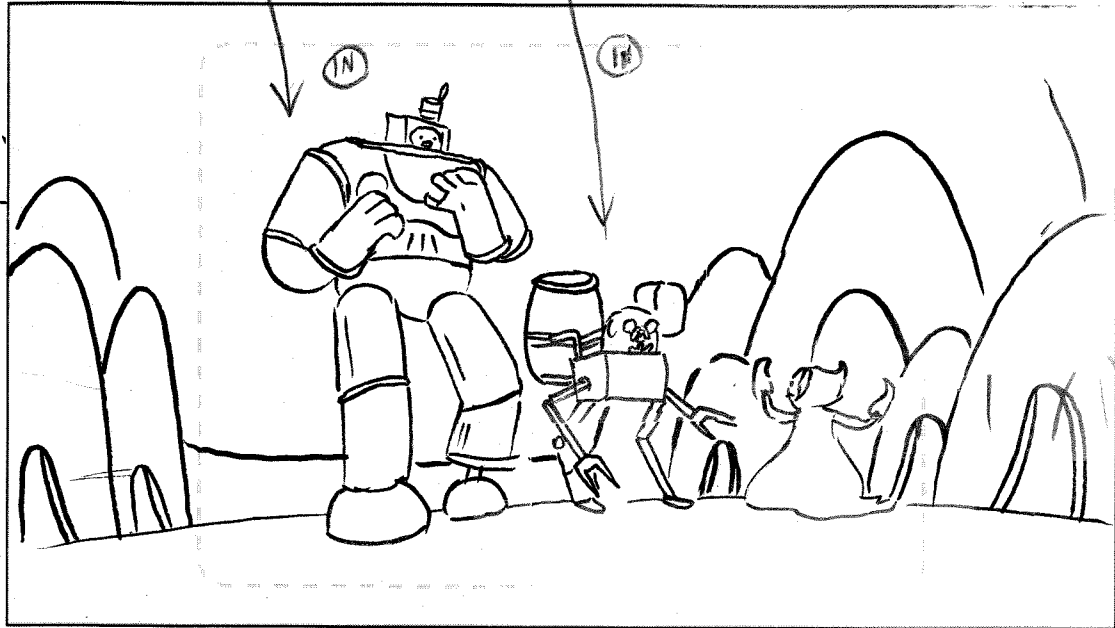


Sc. 123

Pnl. A

Bg.

day night

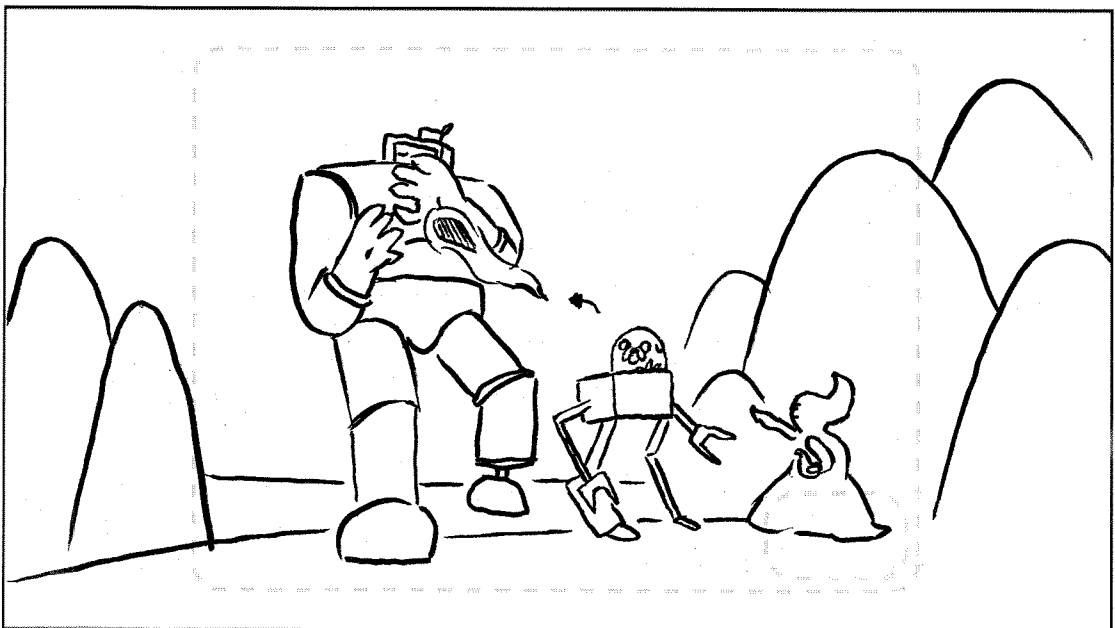


Sc. 123

Pnl. B

Bg.

day night



Dialog:

(FP) YOU MEANIE !!
SFX: *FWOOSH!*

Action:

F+J LAND IN FRONT OF F.P.

FP CHUCKS FIREBALL AT FINN'S FACE.

Timing:

EPISODE # 100882
Production :

ADVENTURE TIME



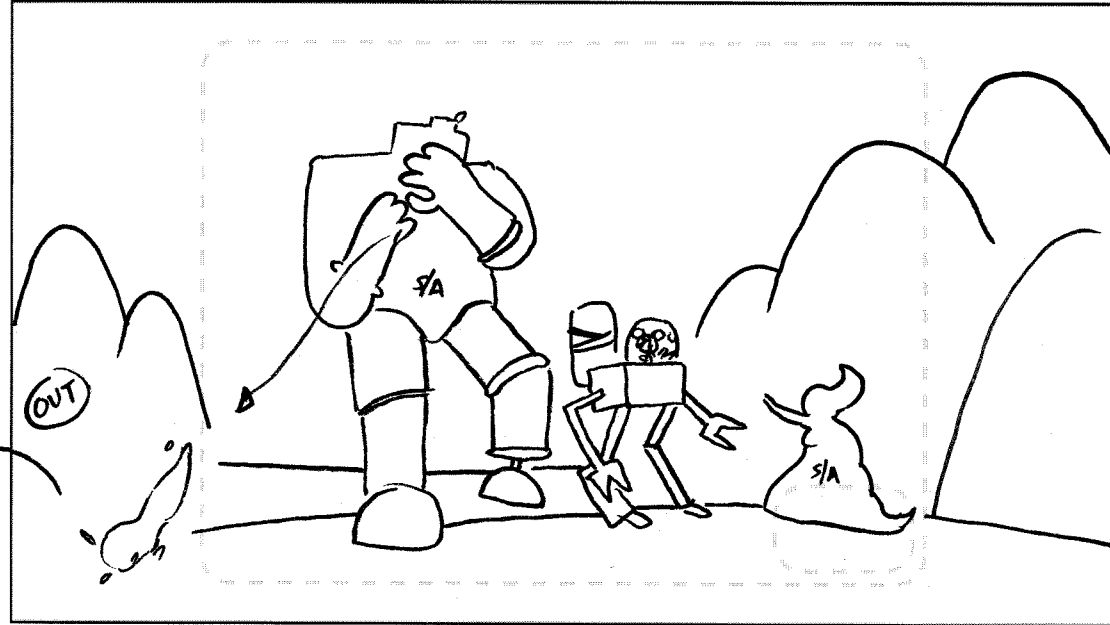
Page 135

Sc. 123

Pnl. C

Bg.

day night

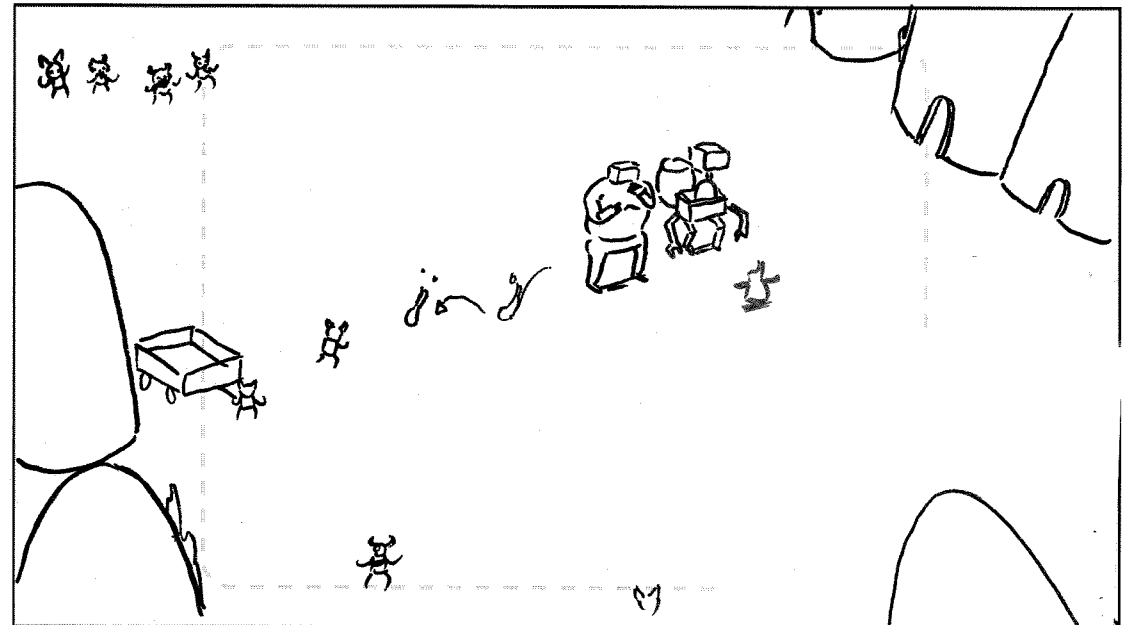


Sc. 124

Pnl. A

Bg.

day night



Dialog:

SFX: * SPANGG! *

Action:

- FB BOUNCES OFF FINN
OFF SCREEN

- FIREBALL BOUNCES TOWARDS CART.

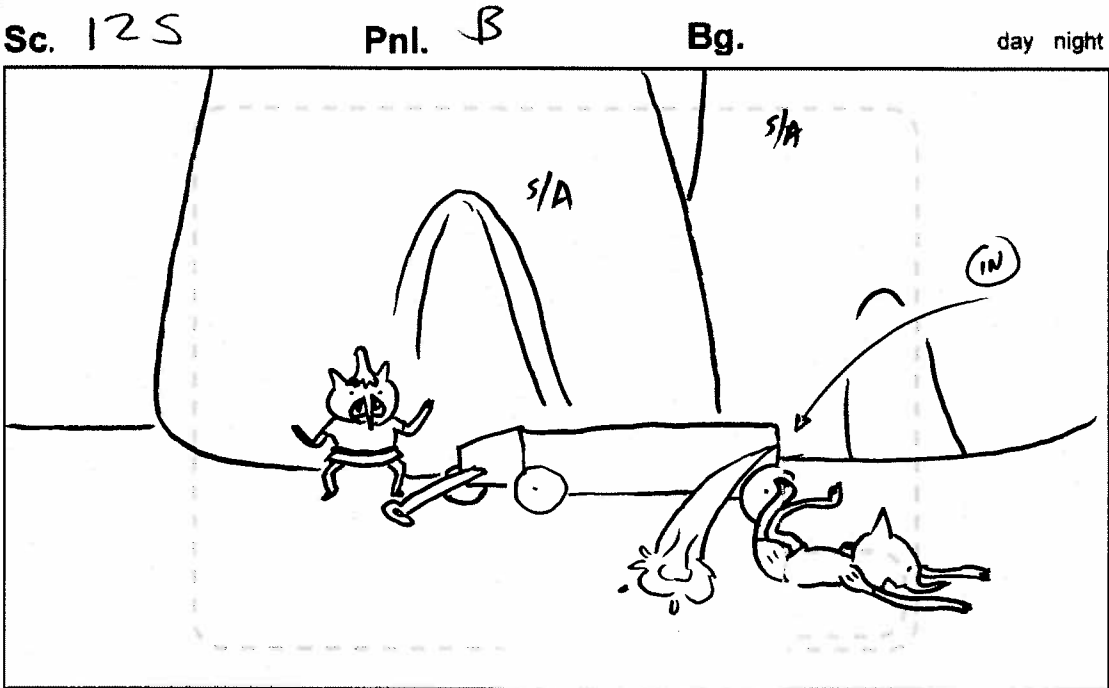
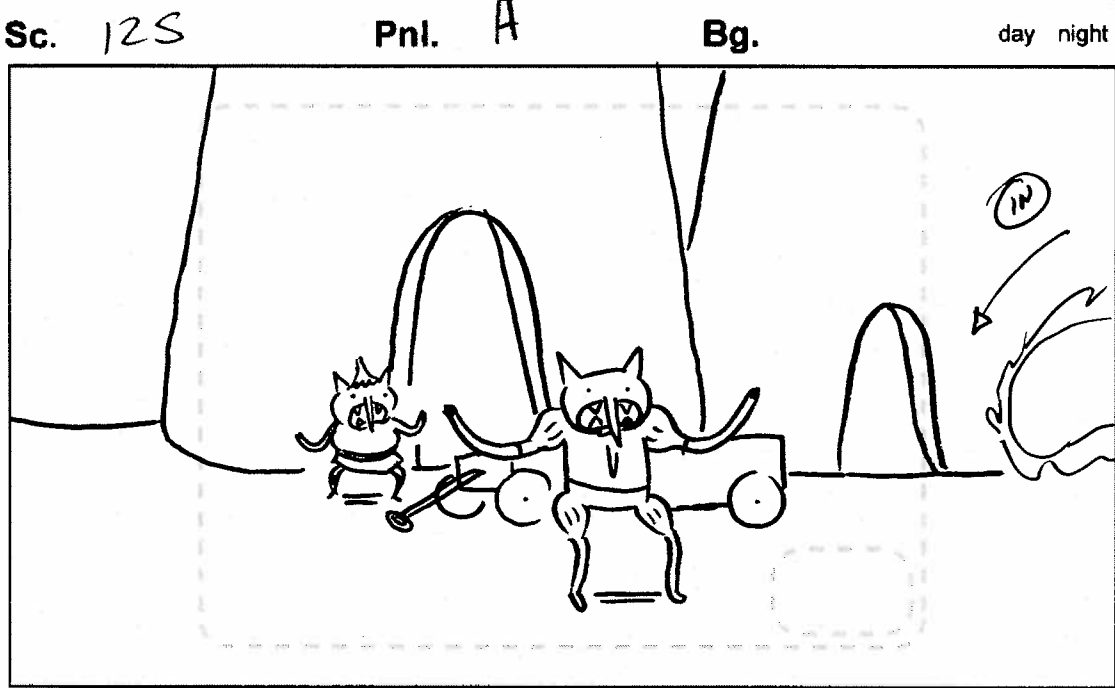
Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



Dialog:	SERVANT GOBLIN - AAAAAH!
Action:	- FIREBALL HITS ON/S - SERVANT GOBLIN DIVES OUT OF THE WAY.
Timing:	

Production : 100882 EPISODE #

ADVENTURE TIME

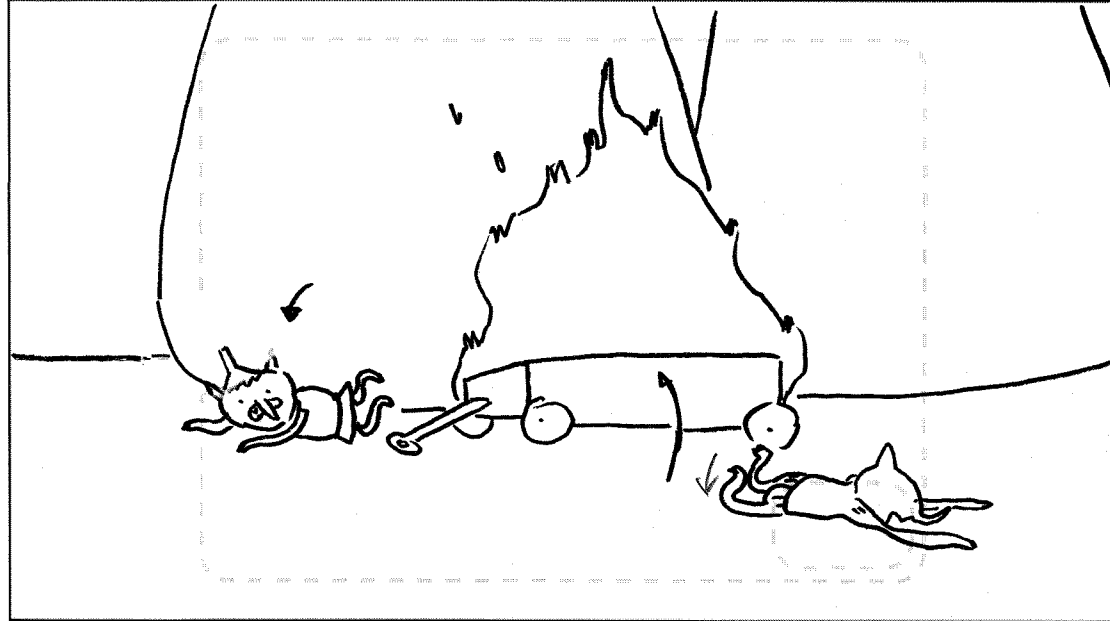


Sc. 125

Pnl. C

Bg.

day night

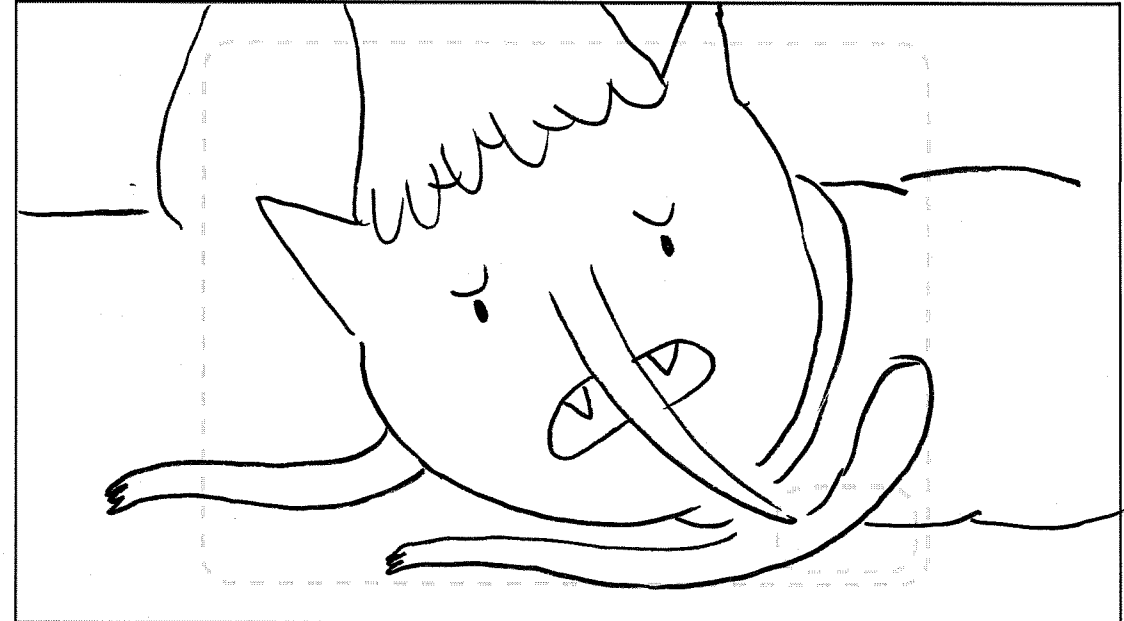


Sc. 126

Pnl. A

Bg.

day night



Dialog:

CART GOBLIN: MY CART!

ALT: I WAS BORN IN THAT CART!

Action:

- FIREBALL BOUNCES AND
HITS CART AND SETS IT ON FIRE,

ALT: I'VE HAD THAT CART SINCE
BIRTH!

Timing:

ALT: MY FAVORITE CART!

EPISODE # 100882

Production :

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ADVENTURE TIME



clean.
↓

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
				127	A		
Dialog:				J- : GASP :			
Action:							
Timing:							

Production : EPISODE # 100882

ADVENTURE TIME



Sc. 127 Pnl. B Bg. day night

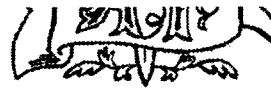
Sc. Pnl. Bg. day night

Dialog:

5- I'll put it out!

Action:

Timing:



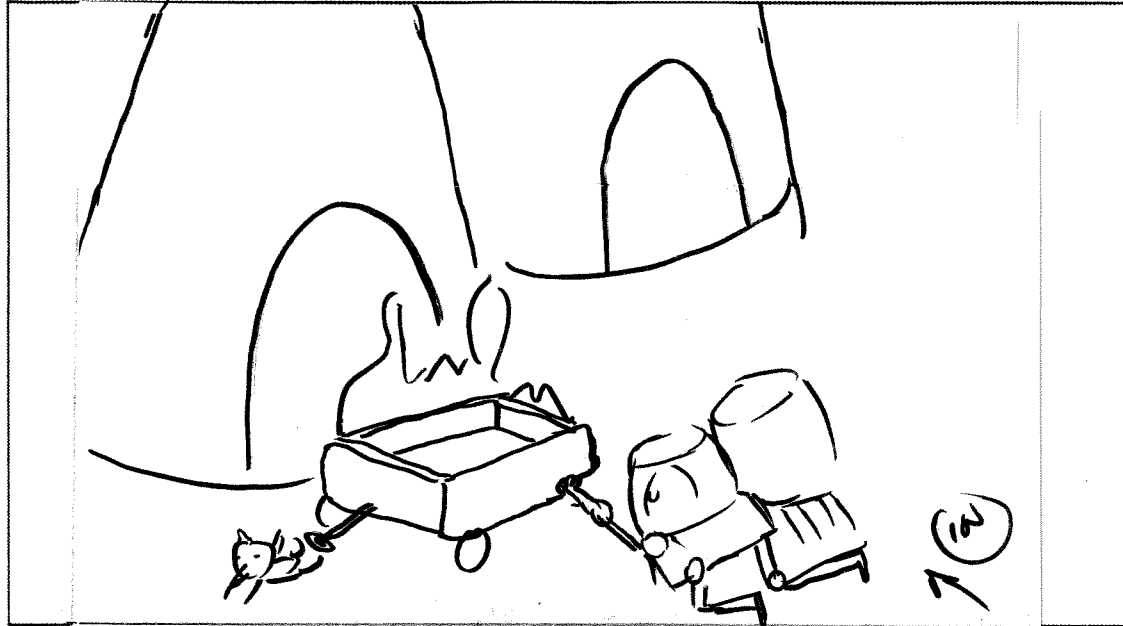
CLEAN
↙ ↓

Sc. 128

Pnl. A

Bg.

day night



Sc. 128

Pnl. B

Bg.

day night



Dialo

5- YAH HHA!

Actio

- JAKE TURBO BOOSTS
INTO SHOT.

- JAKE BOOSTS THROUGH CART AND CRASHES
INTO BUILDING.
- FIRE ON CART IS SNUFFED OUT.

Timin

EPISODE # 100882

Production :

ADVENTURE TIME



Page 141

Sc. 129

Pnl. A

Bg.

day night

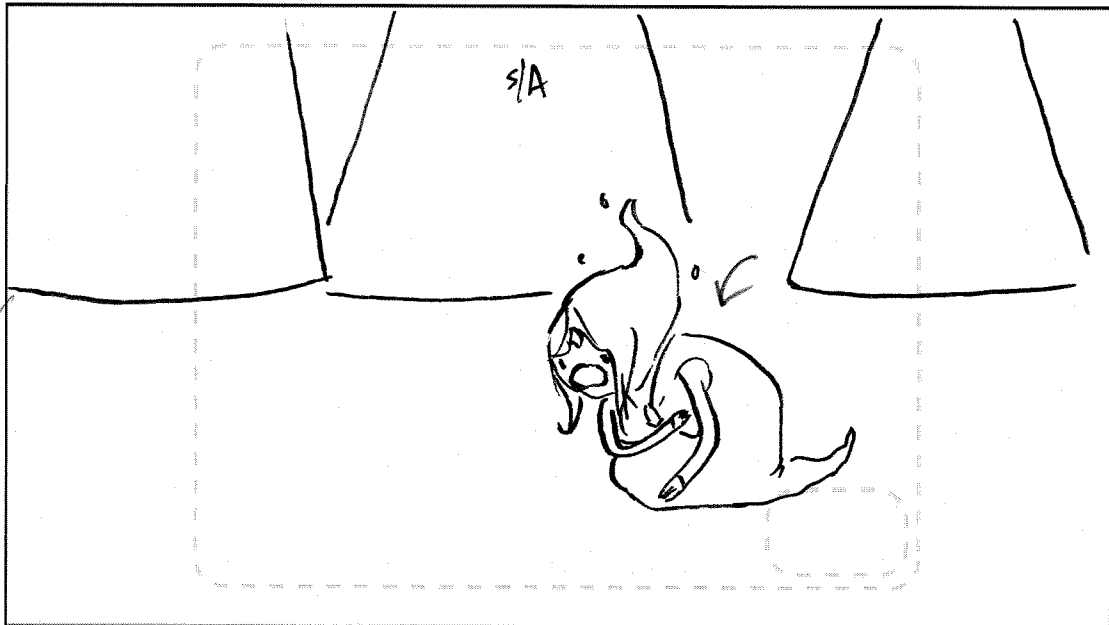


Sc. 129

Pnl. B

Bg.

day night



Dialog:

FR AH!

Action:

- SHE DROPS TO HER KNEES
LIKE SHE'S BEEN KICKED IN
THE STOMACH.

Timing:

100882

EPISODE #

Production :

ADVENTURE TIME

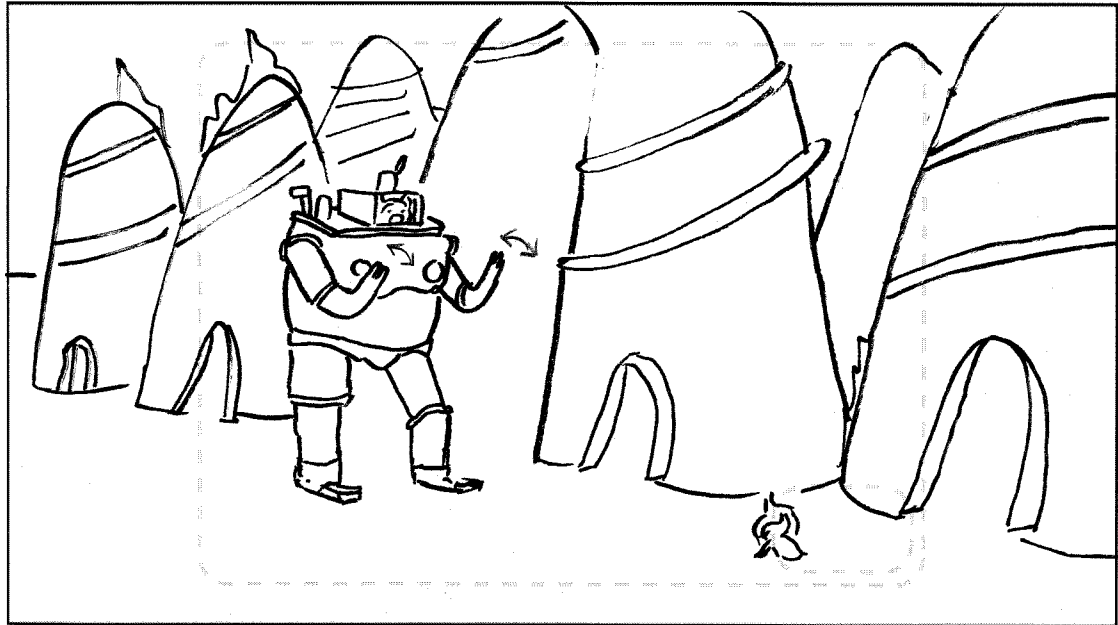


Sc. 130

Pnl. A

Bg.

day night

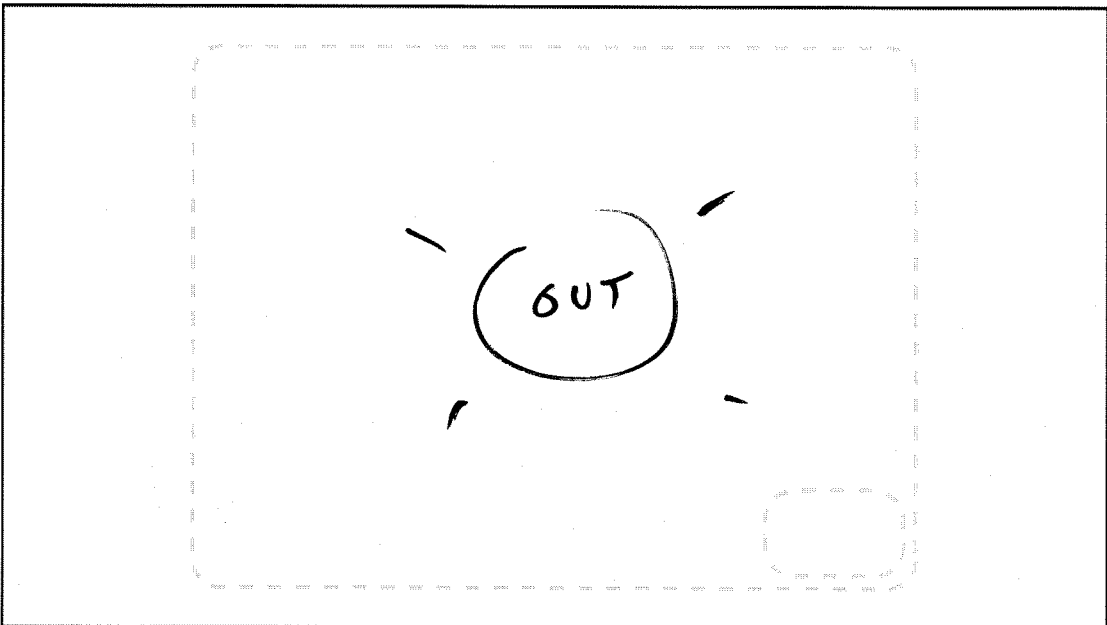


Sc.

Pnl.

Bg.

day night



Dialog:

(F) AH!! JAKE DIDN'T MEAN THAT!
ALT ARE YOU OKAY

Action:

Timing:

Production : EPISODE # 100882

ADVENTURE TIME



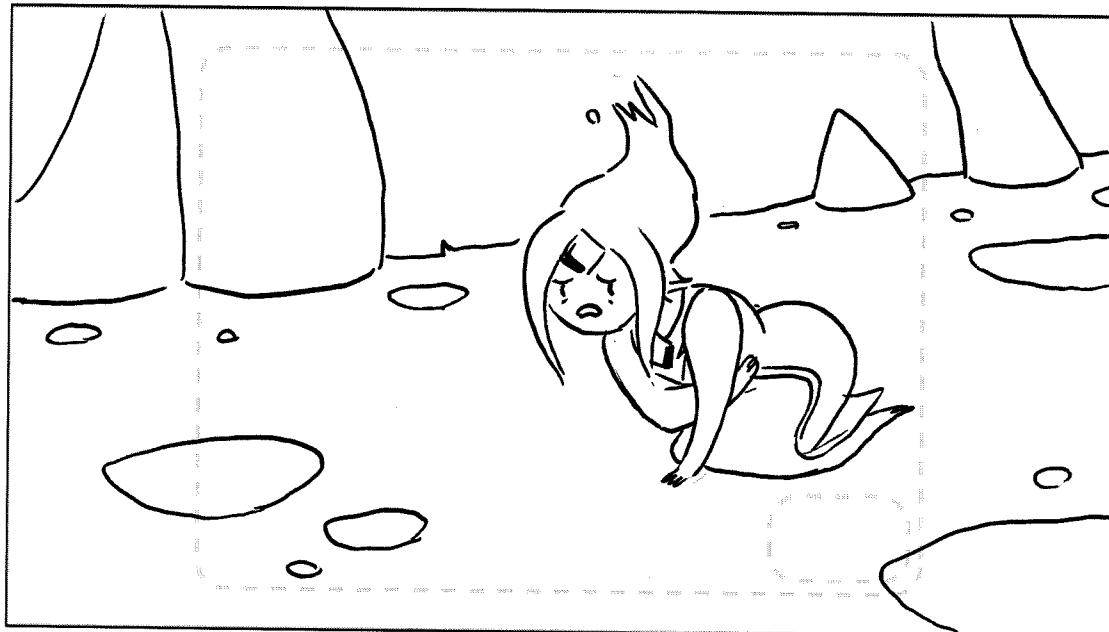
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Sc. 131

Pnl. A

Bg.

day night

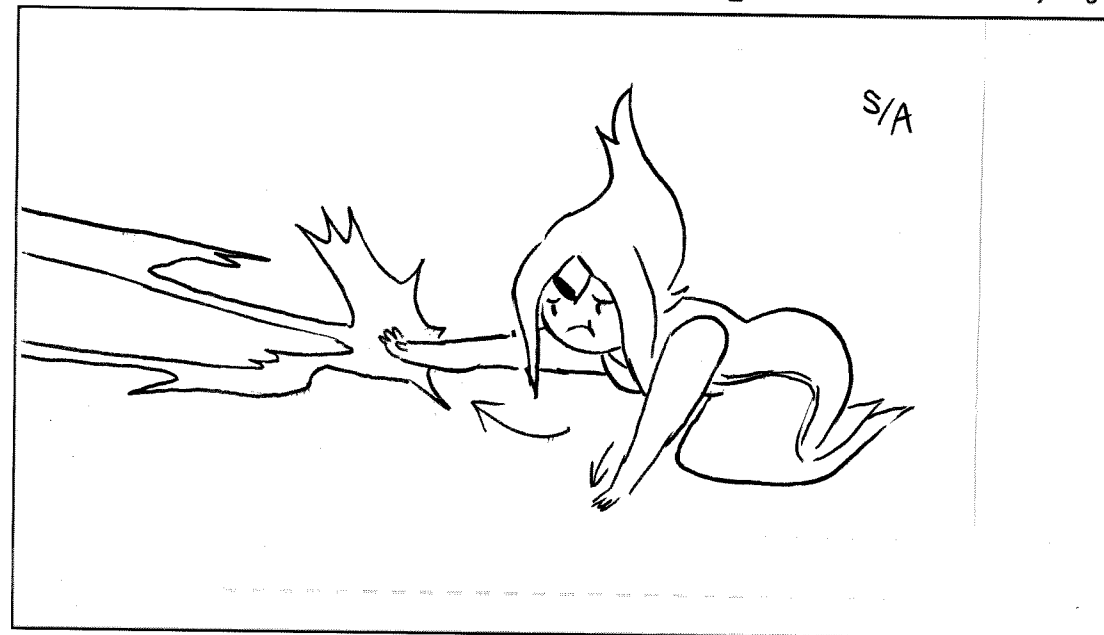


Sc. 131

Pnl. B

Bg.

day night



Dialog:

FP: THIS IS HOW YOU
SHOW LIKE-LIKE?

SFX: *FWOOOM*

Action:

FP. HOLDS HER STOMACH

- FP BLASTS A STREAM OF FIRE FROM HER HAND

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



Page 145

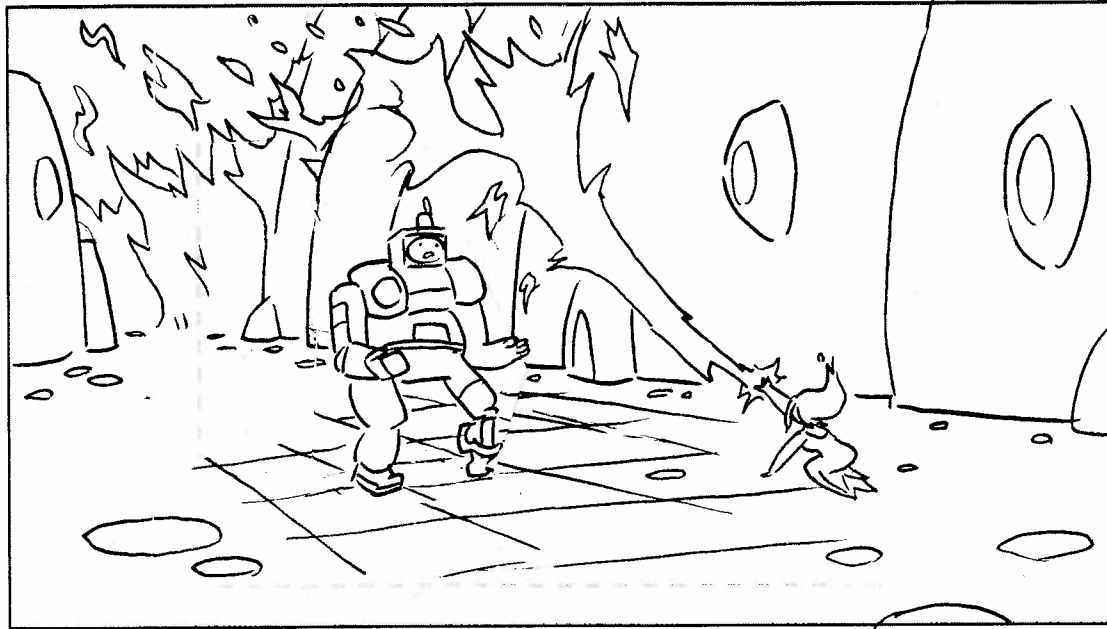
No 144

Sc. 132

Pnl. A

Bg.

day night

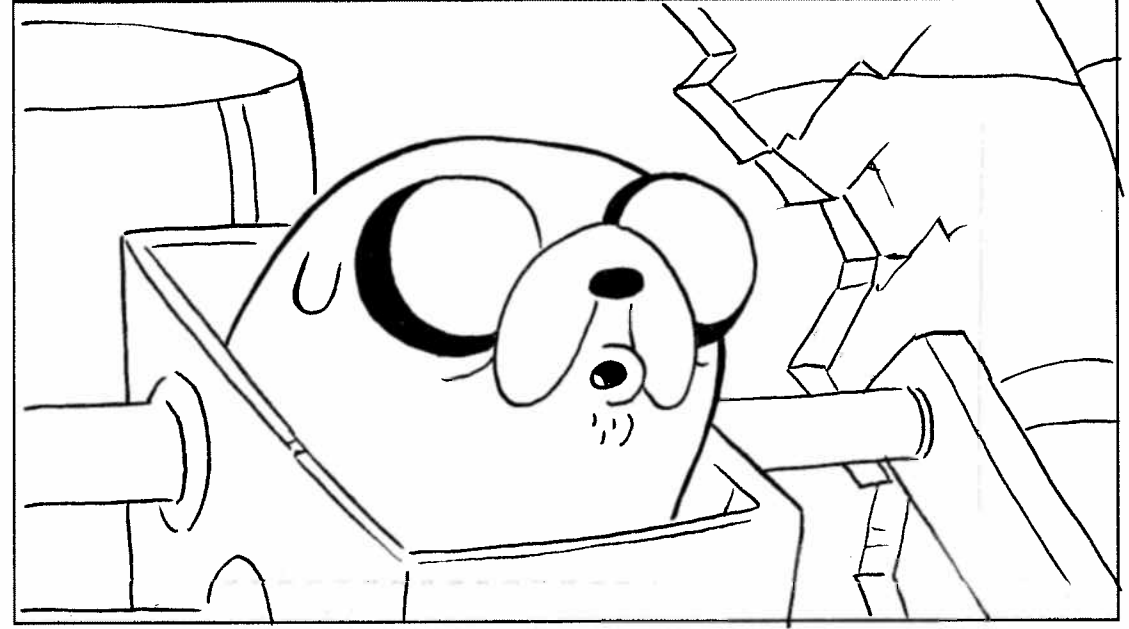


Sc. 133

Pnl. A

Bg.

day night



Dialog:

SFX: [FIRE CRACKLING] KKK-KKK!!

J: (SURPRISE) OOK!

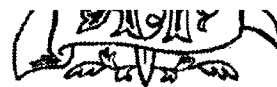
Action: FP SETS BUILDINGS ON FIRE.

- JAKE TURNS TOWARDS BLAZE

Timing:

EPISODE # 100882

Production :



Sc. 134

Pnl. A

Bg.

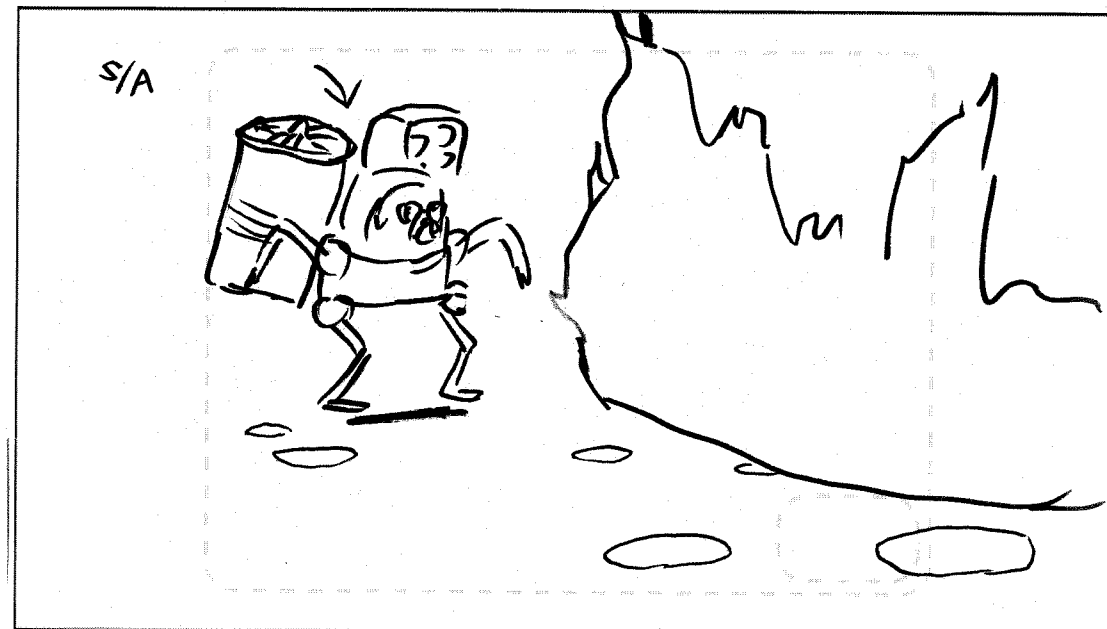
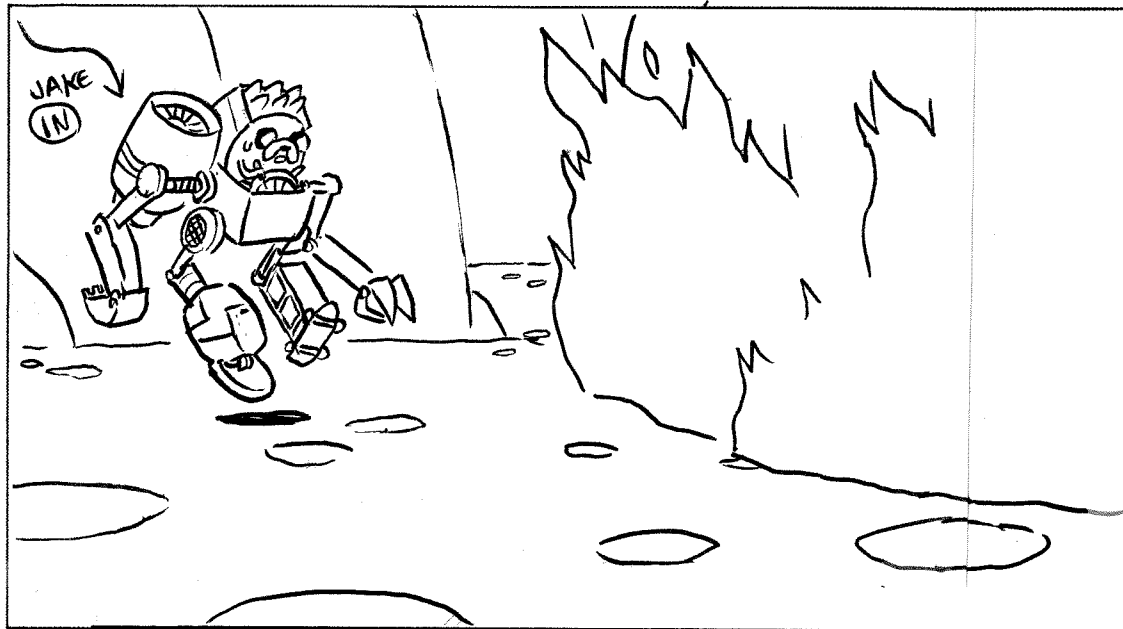
day night

Sc. 134

Pnl. B

Bg.

day night



Dialog:

ⓐ I NEED YOUR HELP, FINN!

Action:

-JAKE HOVER INTO SHOT

-JAKE LANDS NEXT TO FIRE.

Timing:

EPISODE # 100882

Production :

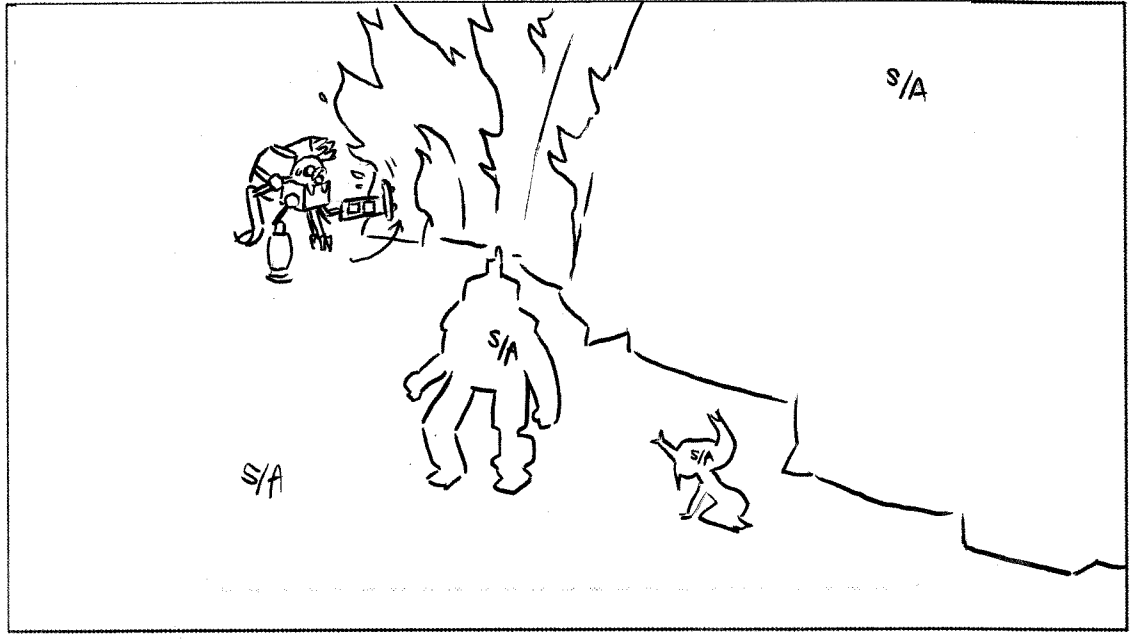
ADVENTURE TIME



Sc. 135 Pnl. A Bg. day night



Sc. 135 Pnl. B Bg. day night



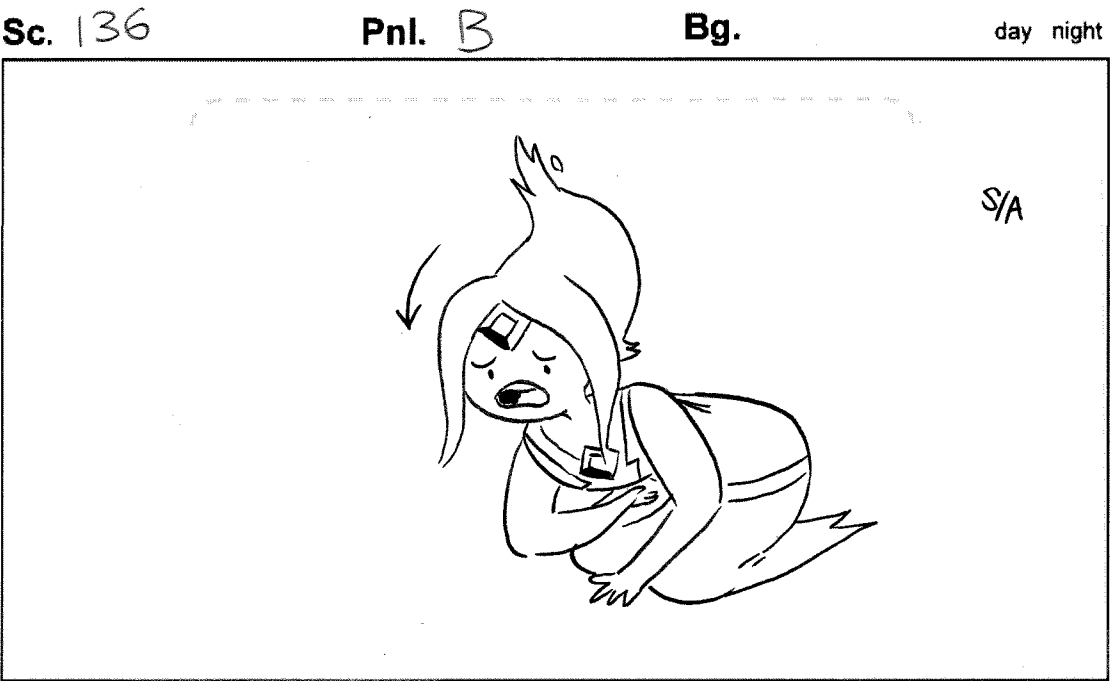
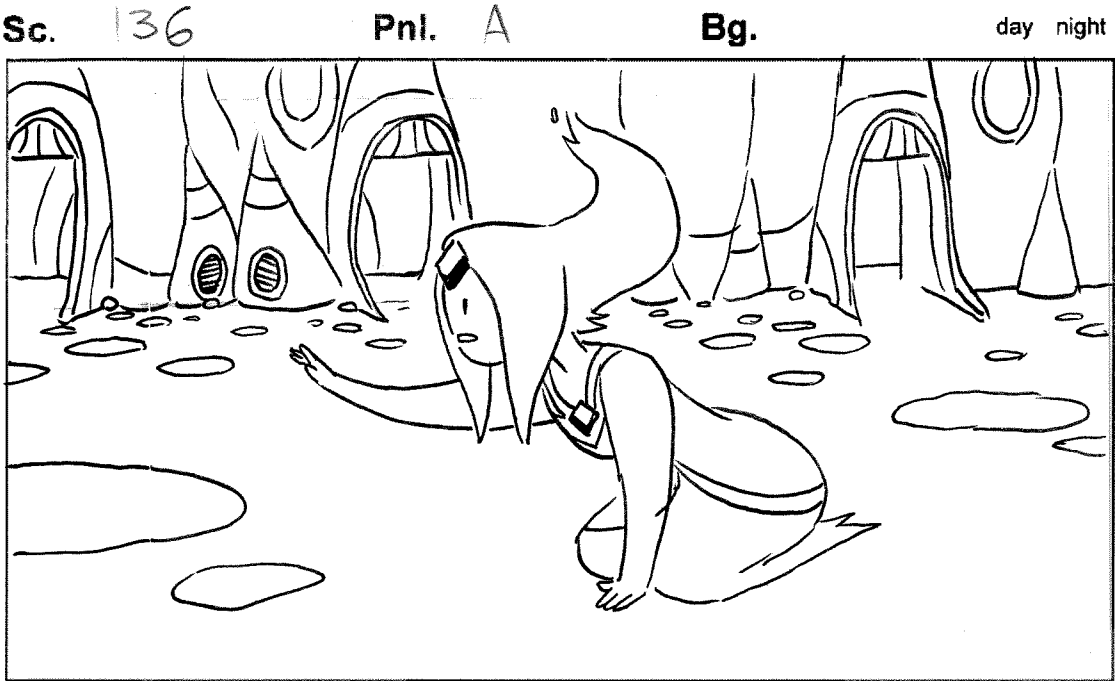
Dialog:	(J) THIS ONE'S TOO BIG!	(J) RAHH! SFX: * KICK! *
Action:	- JAKE KICKS AT FIRE.	
Timing:		

100882

EPISODE #

Production :

ADVENTURE TIME



Dialog:	(FP) [AGONIZED SOUND] WHYYY!
Action:	- FLAME PRINCESS CONVULSES WITH PAIN.
Timing:	

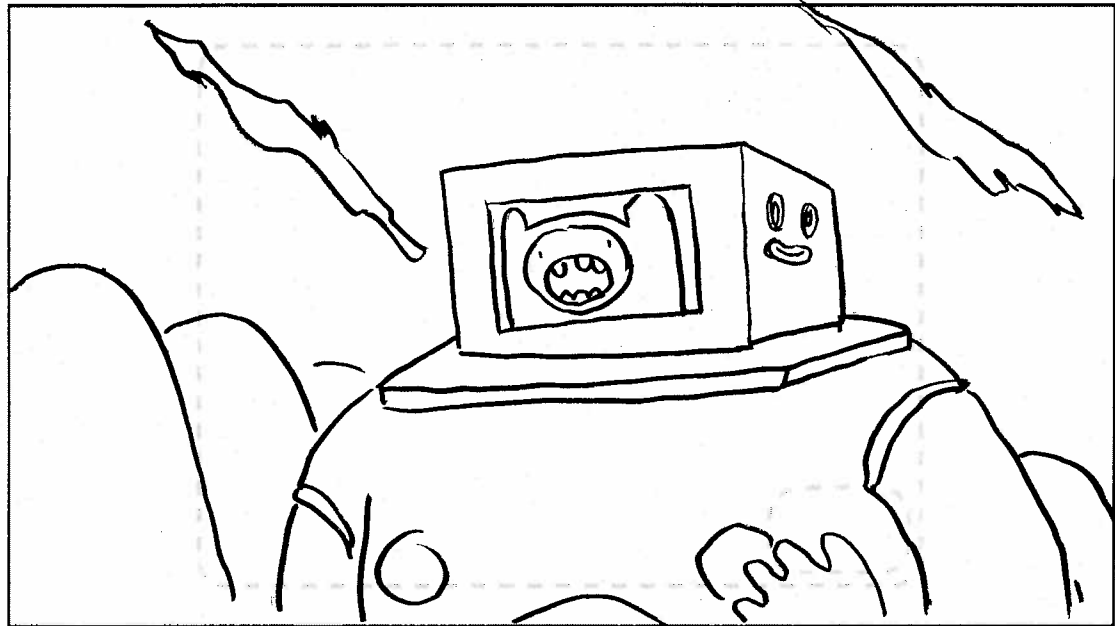
100882
EPISODE #
Production :

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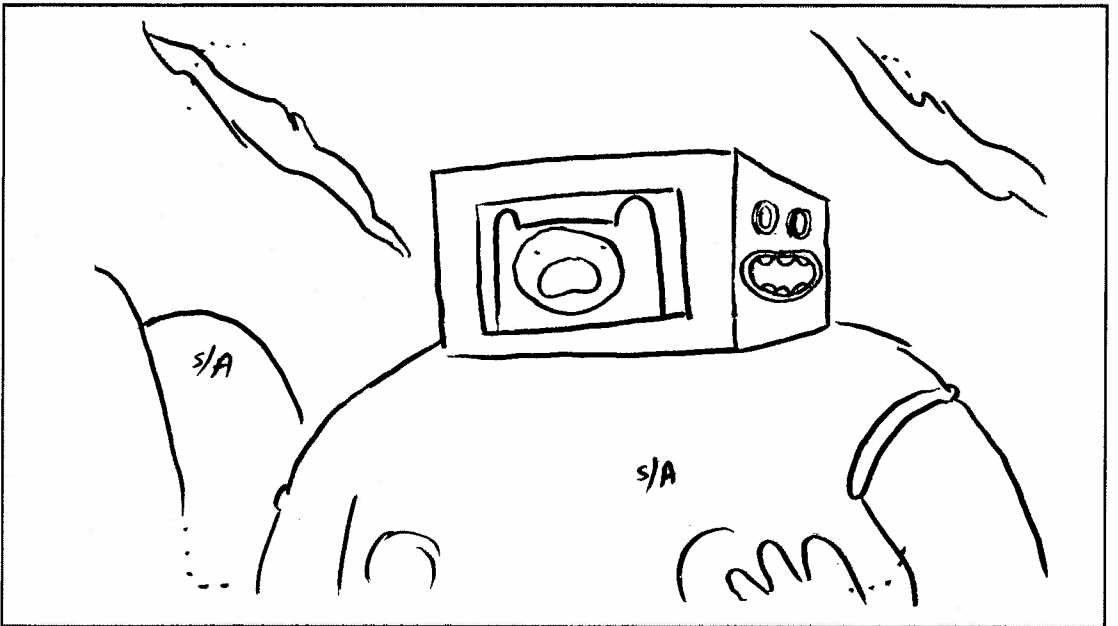
ADVENTURE TIME



Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog:	F- NO, JAKE, STOP, YOU'RE HURTING HER!	(N) I WILL SOLVE THIS CREATOR!
Action:		
Timing:		

EPISODE # 100882
Production :

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ADVENTURE TIME

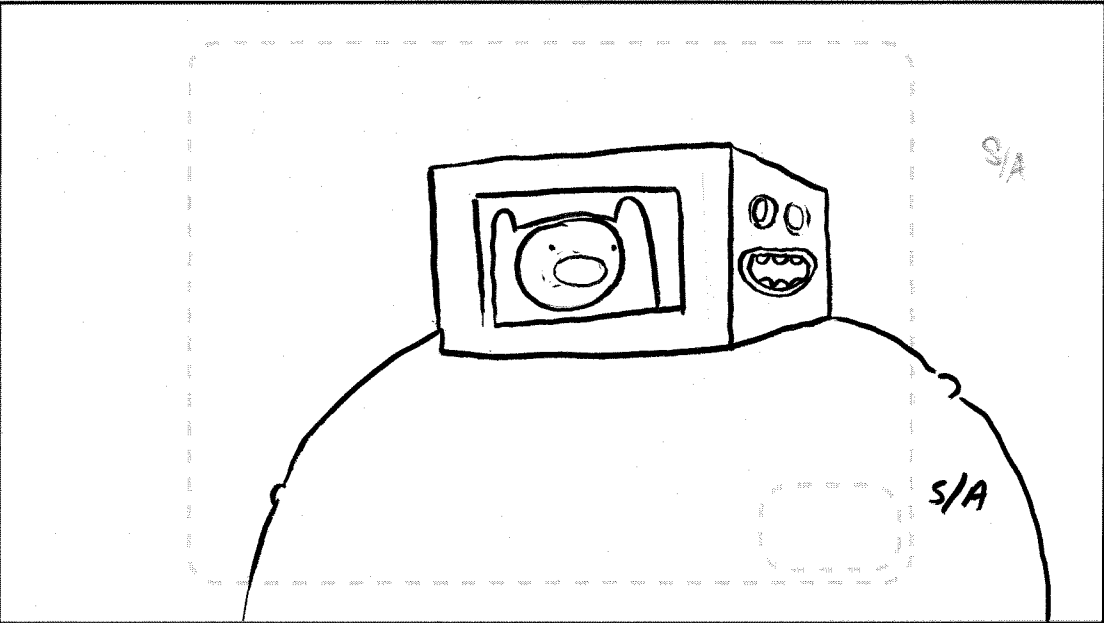


Sc. 137

Pnl. C

Bg.

day night

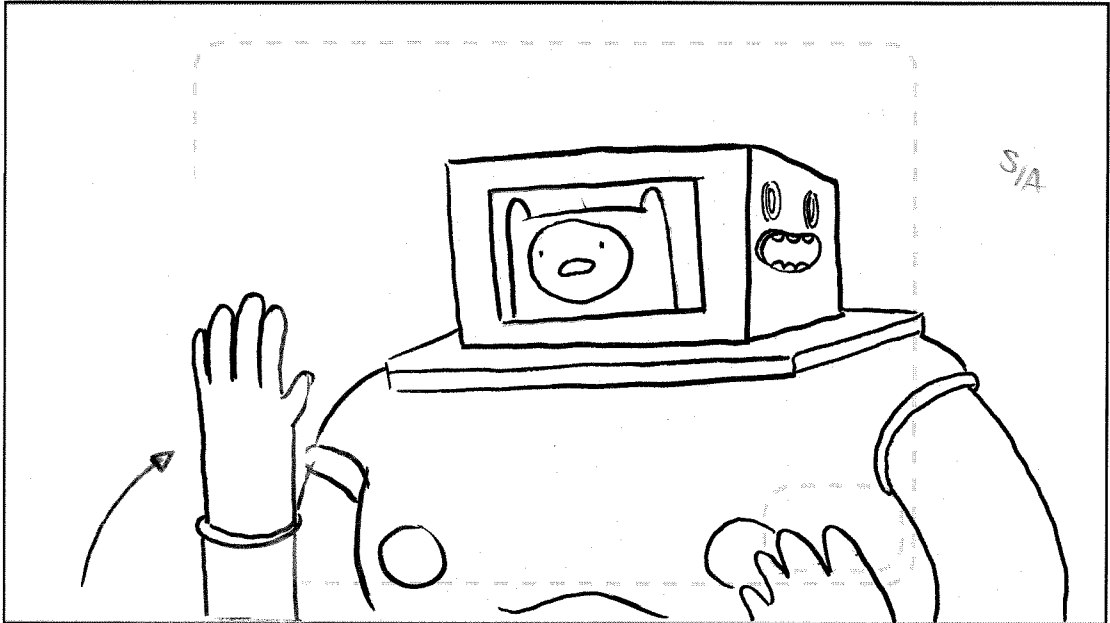


Sc. 137

Pnl. D

Bg.

day night



Dialog:

N- I WILL EXTINGUISH HER USING OUR SUIT'S -

SFX: * VRT-VRT *

Action:

NEPTR RAISES SUIT'S ARM

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



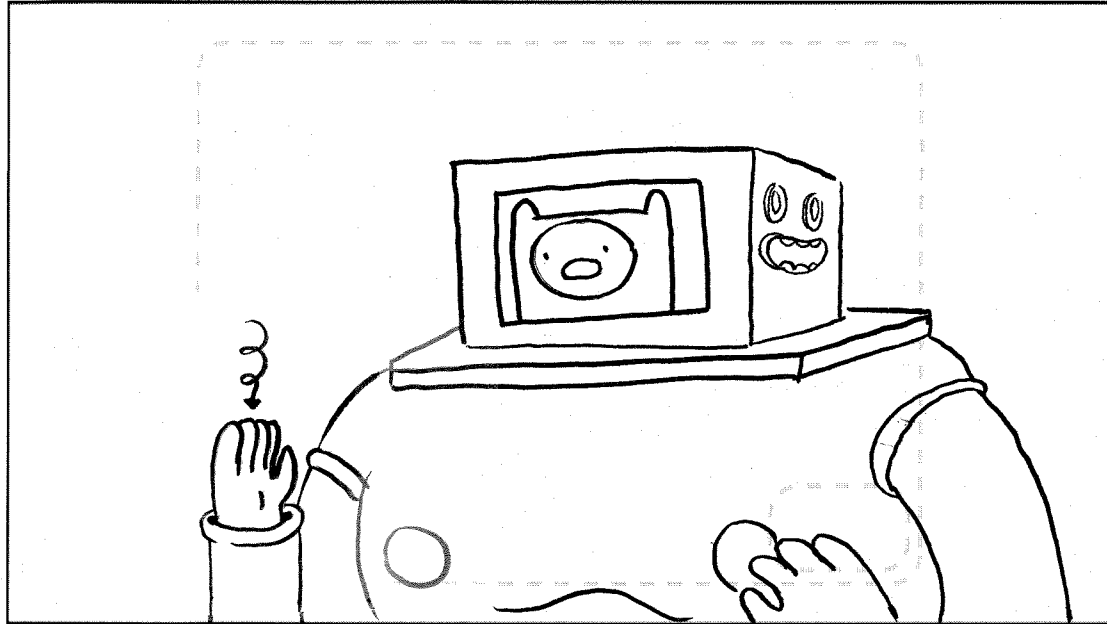
Page 151

Sc. 137

Pnl. E

Bg.

day night

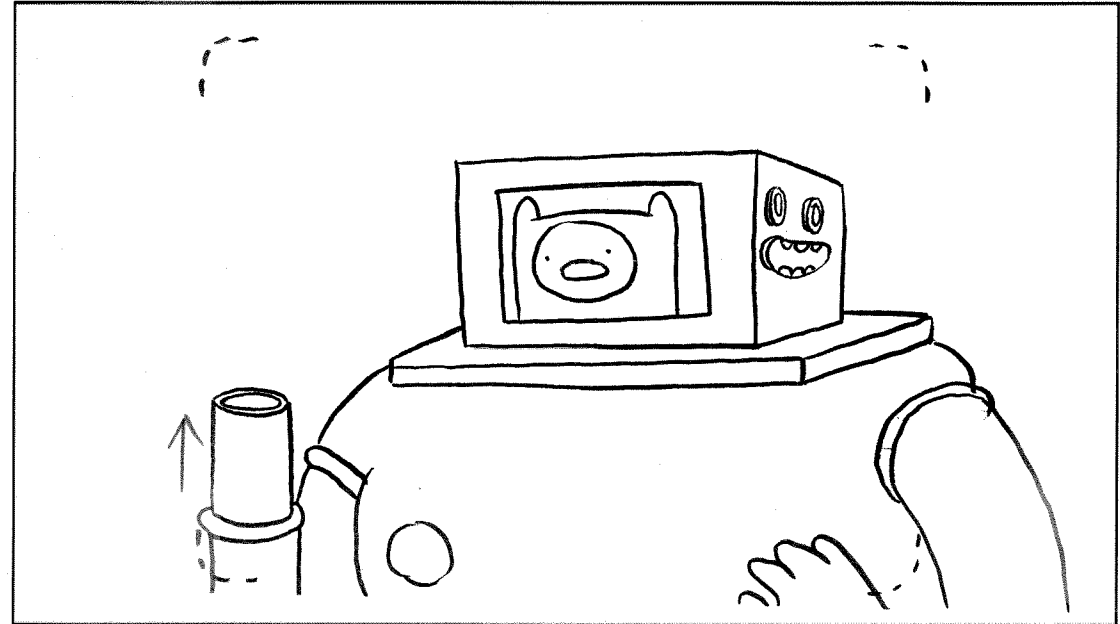


Sc. 137

Pnl. F

Bg.

day night



Dialog:

SEX: * CHKK-CHKK *

Ⓝ FOAM CANNON

Action:

- RIGHT HAND RETRACTS INTO ARM.

- FOAM CANNON POPS
UP IN PLACE OF HAND

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME

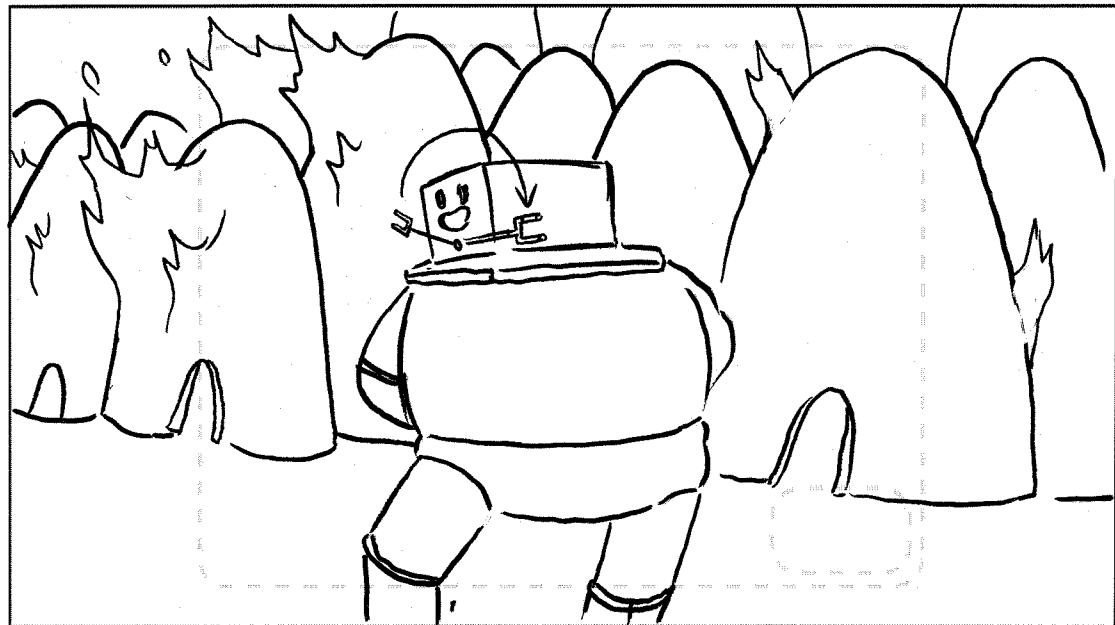


Sc. 138

Pnl. A

Bg.

day night

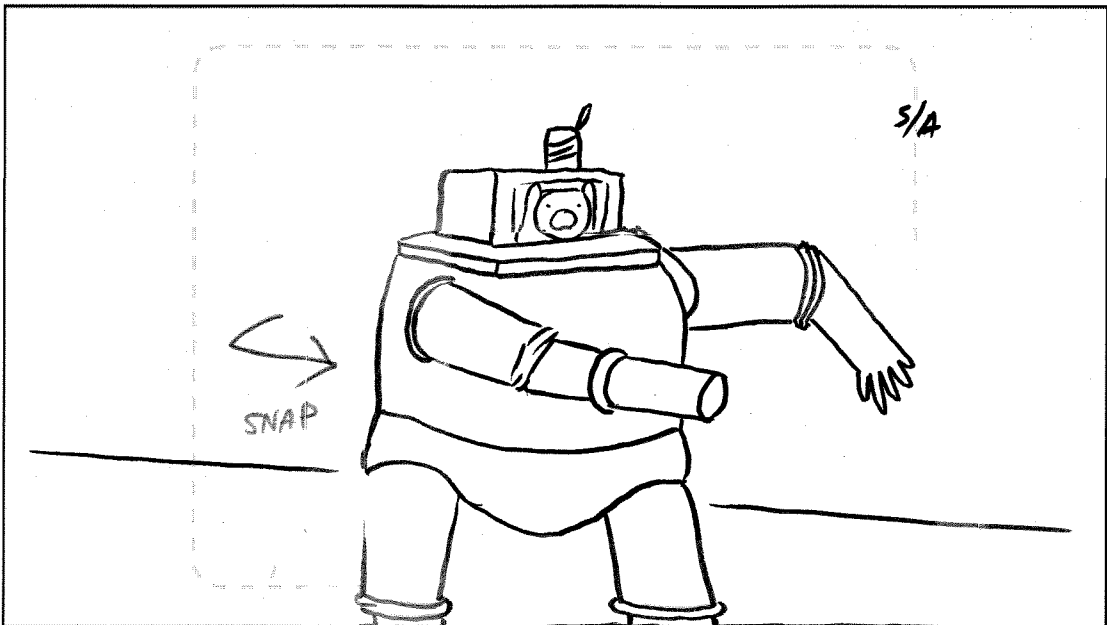


Sc. 138

Pnl. B

Bg.

day night



Dialog:

(N) HOLD STILL, BURNING LADY...

(F) [CONFUSED SOUND] WHA?

Action:

- NEPTR POINTS HIS ARM AT F.P.

- FINN SPINS AROUND ROBOTICALLY

- BUILDINGS BURN IN THE BG.

Timing:

100882

EPISODE #

Production :

ADVENTURE TIME

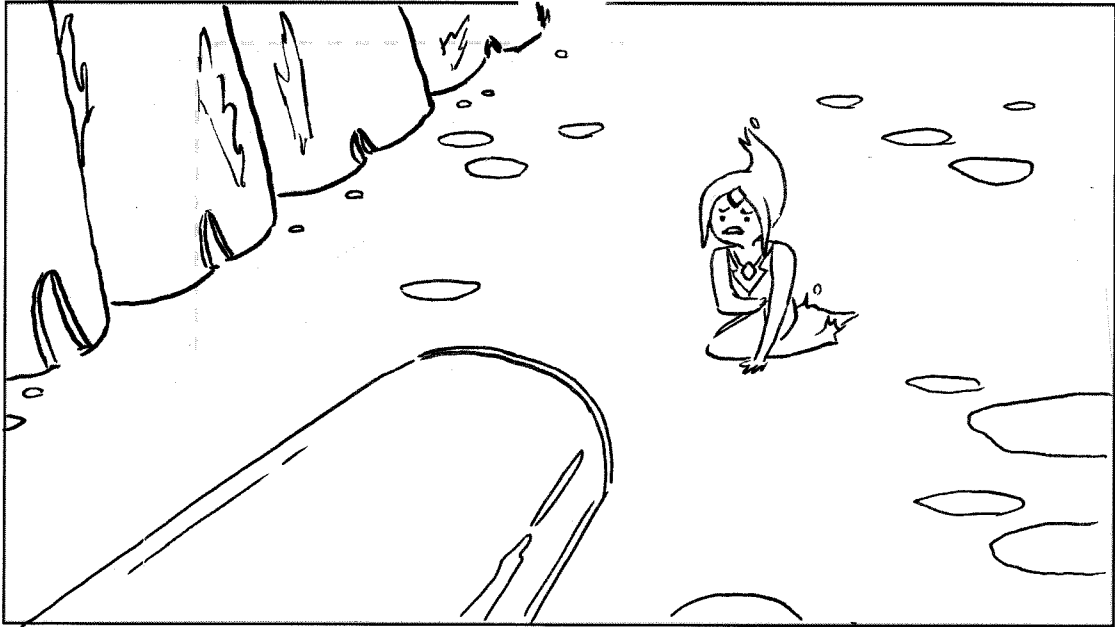


Sc. 139

Pnl. A

Bg.

day night

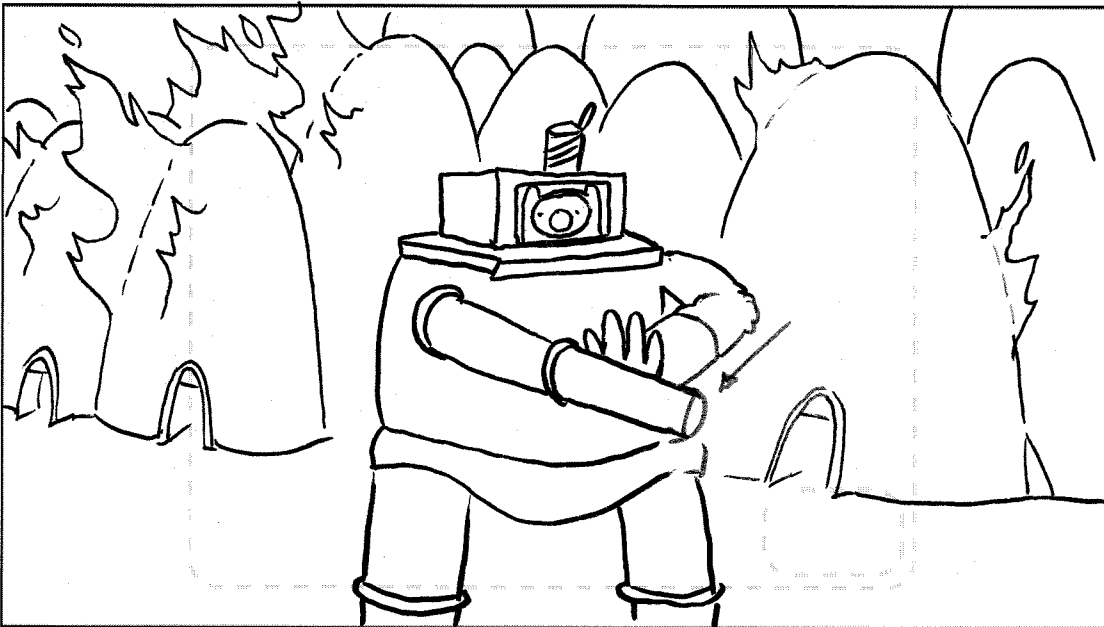


Sc. 140

Pnl. A

Bg.

day night



Dialog:

(O/S)
N- MMM LOCKED ON TARGET.

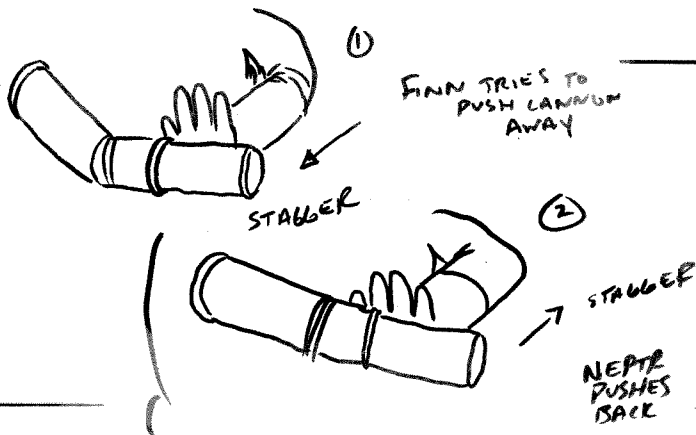
Action:

LOOKING DOWN BARREL OF
FOAM CANNON

① FINN
TRIES
TO PUSH
CANNON
AWAY.

Timing:

F- NO NEPTR!



EPISODE # 100882

Production :

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ADVENTURE TIME



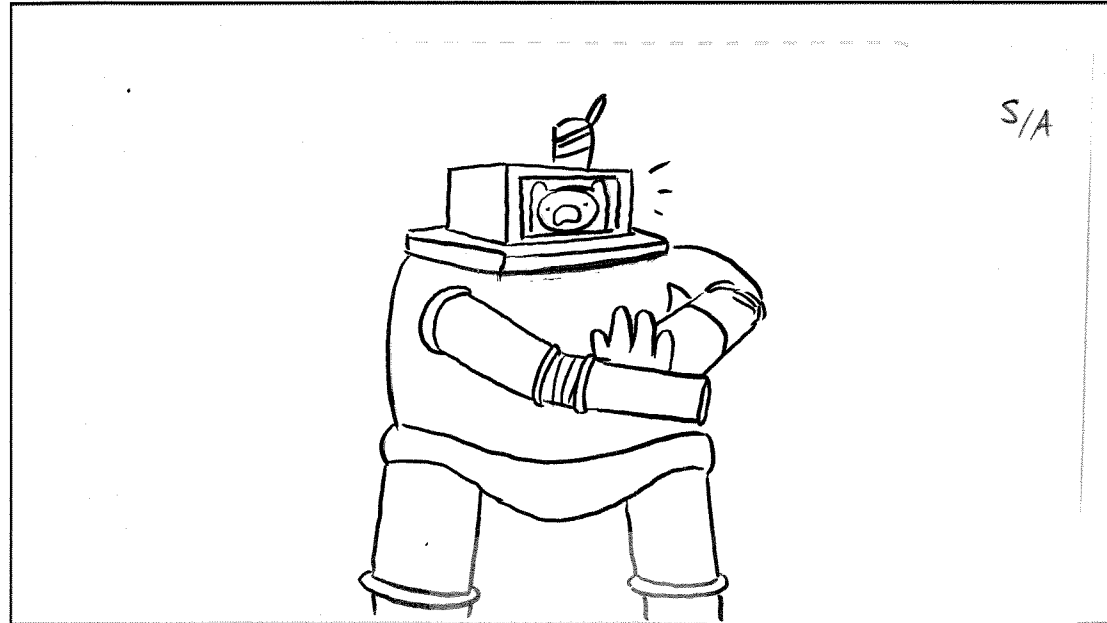
Page 154

Sc. 140

Pnl. B

Bg.

day night

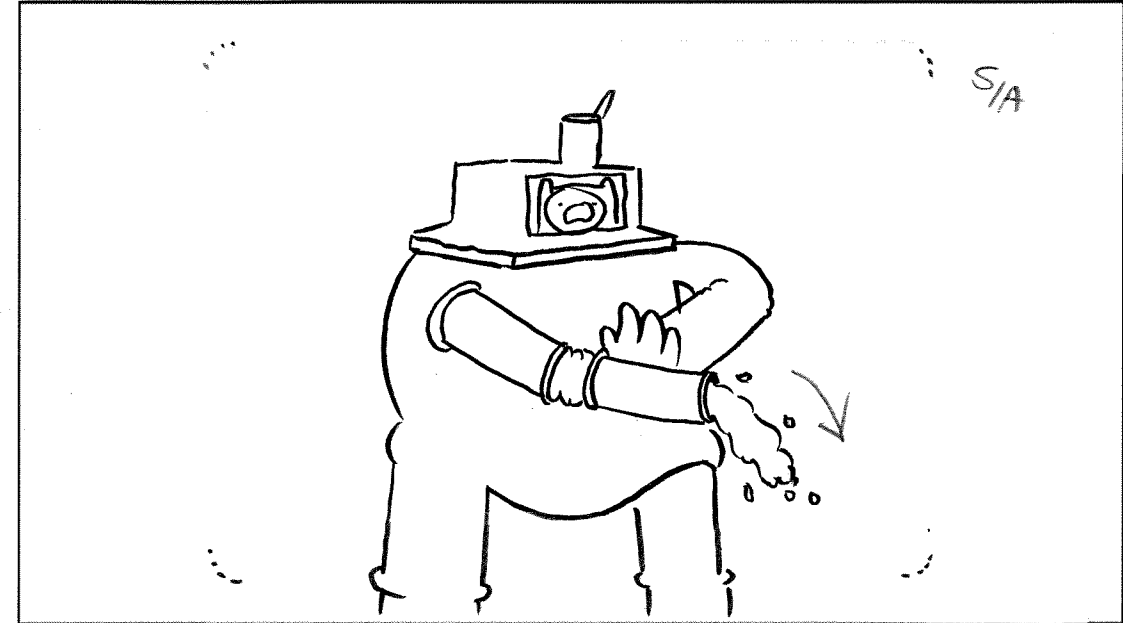


Sc. 140

Pnl. C

Bg.

day night



Dialog:

N - YES, CREATOR!

SFX: *SPSH!*

Action:

-FINN STRUGGLES WITH NEPTR FOR CONTROL.

(STRUGGLE STILL CONTINUES)

-CANNON BEGINS TO SPEW
FOAM

Timing:

EPISODE # 100882

Production :

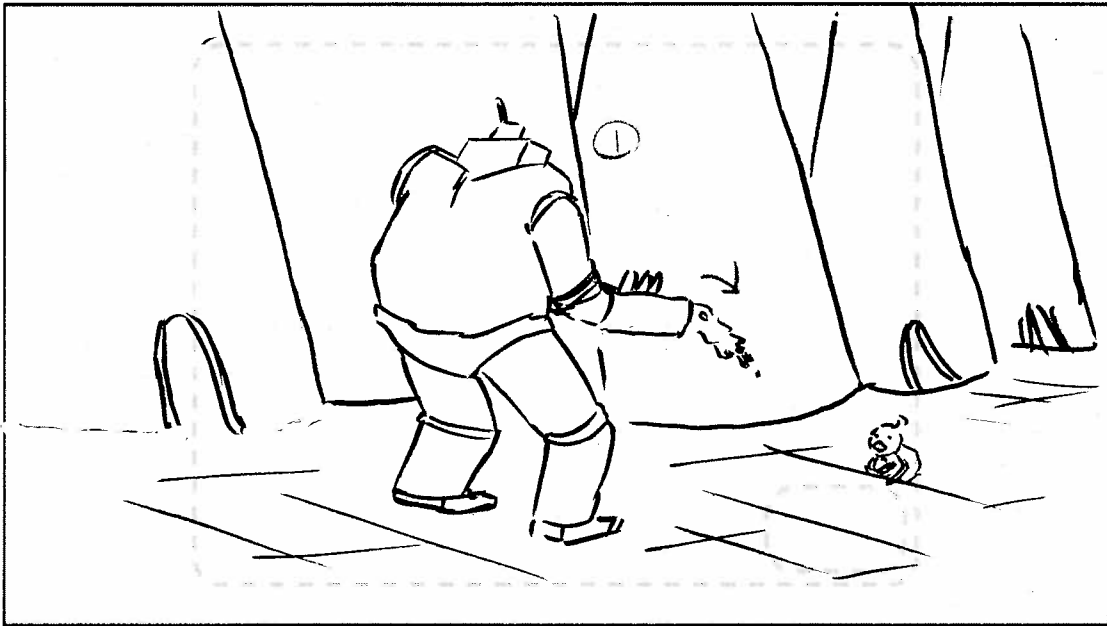
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ADVENTURE TIME

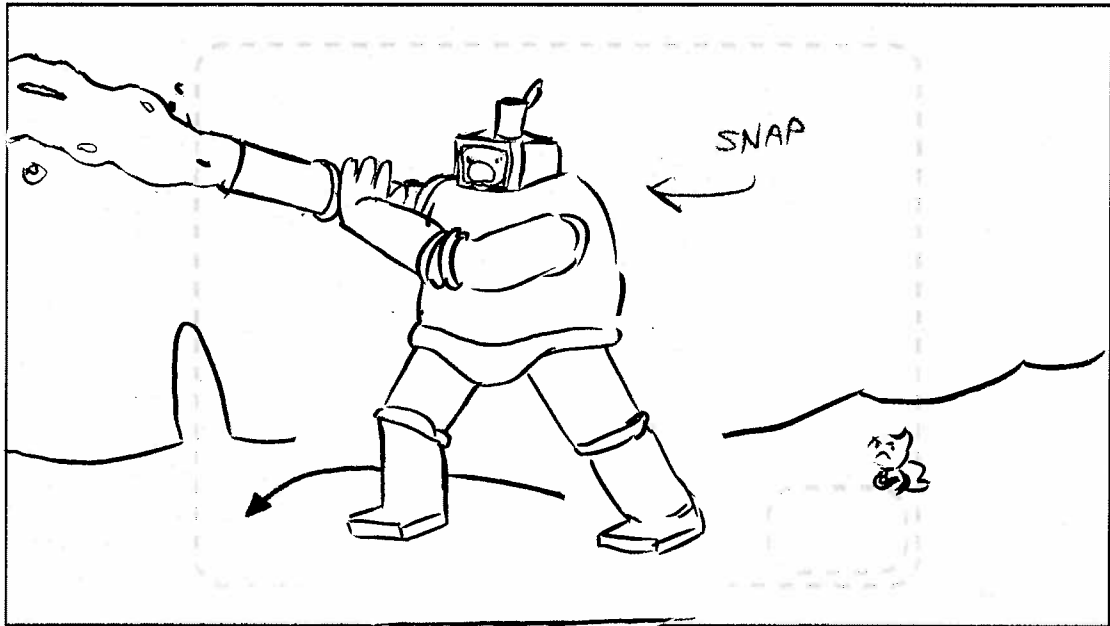


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Sc. 141 Pnl. A Bg. day night



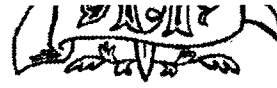
Sc. 141 Pnl. B Bg. day night



Dialog:	(F) NOOOOOO —		
Action:	SFX: * SPPSHHH! *		
Timing:	— FINN STRUGGLES FOR CONTROL OF THE CANNON.		
		!!!	
		— FINN TURNS AS	
		— FOAM CANNON BLASTS ON!	

EPISODE # 100882

Production :



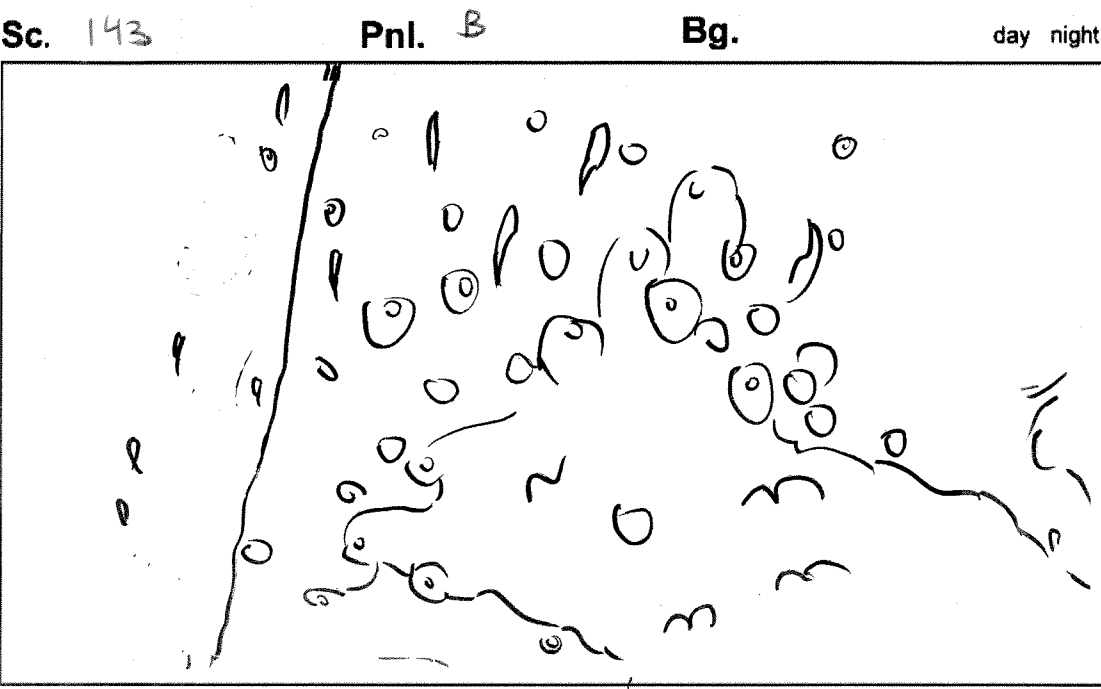
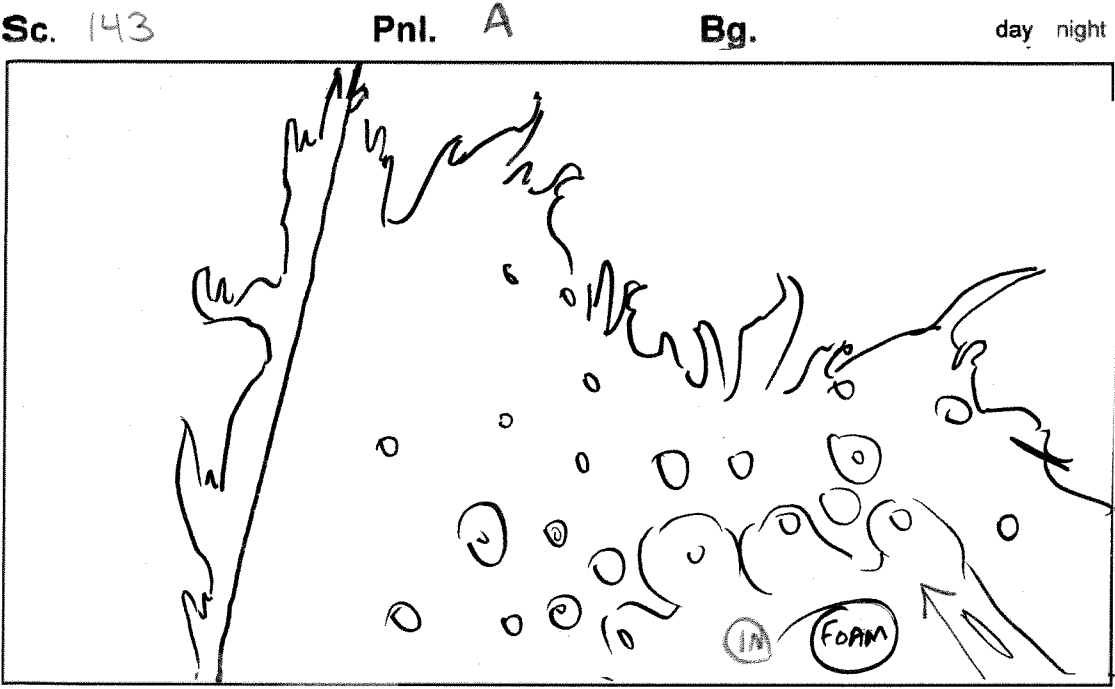
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					142	A			
<p>Dial</p>					<p>BLASTS HOUSE.</p>				
<p>Act</p>									
<p>Timing:</p>									

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ADVENTURE TIME



Dialog:	SFX: TSSSSSSSSSS !
Action:	-FOAM SHOOTS TOWARDS FIRE. FOAM PUTS FIRE
Timing:	

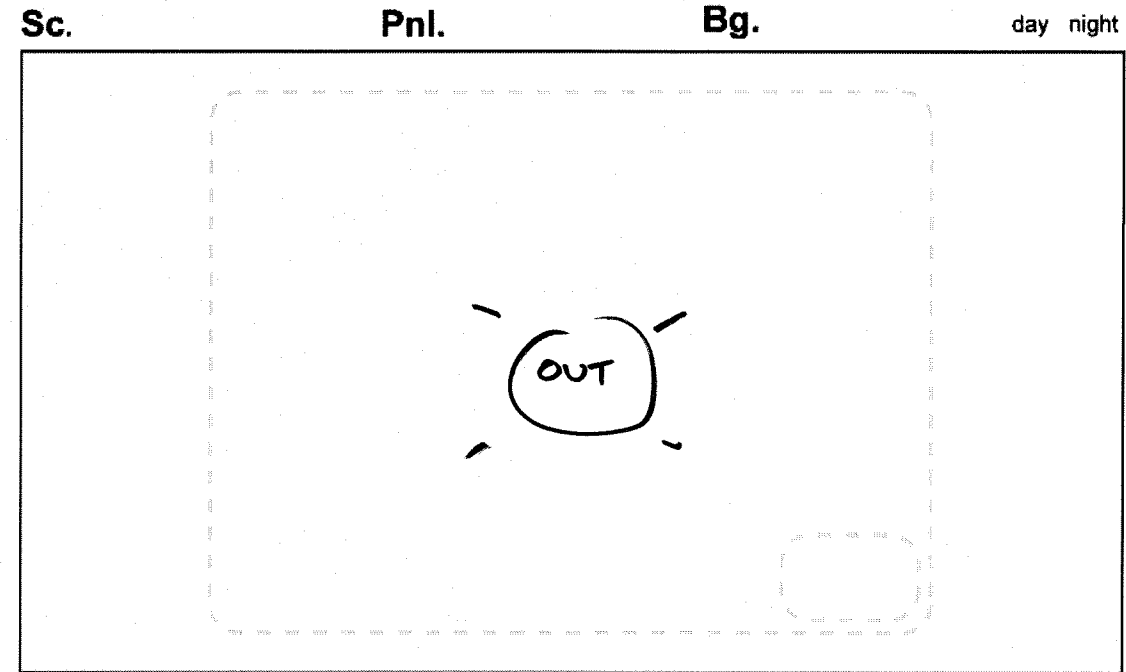
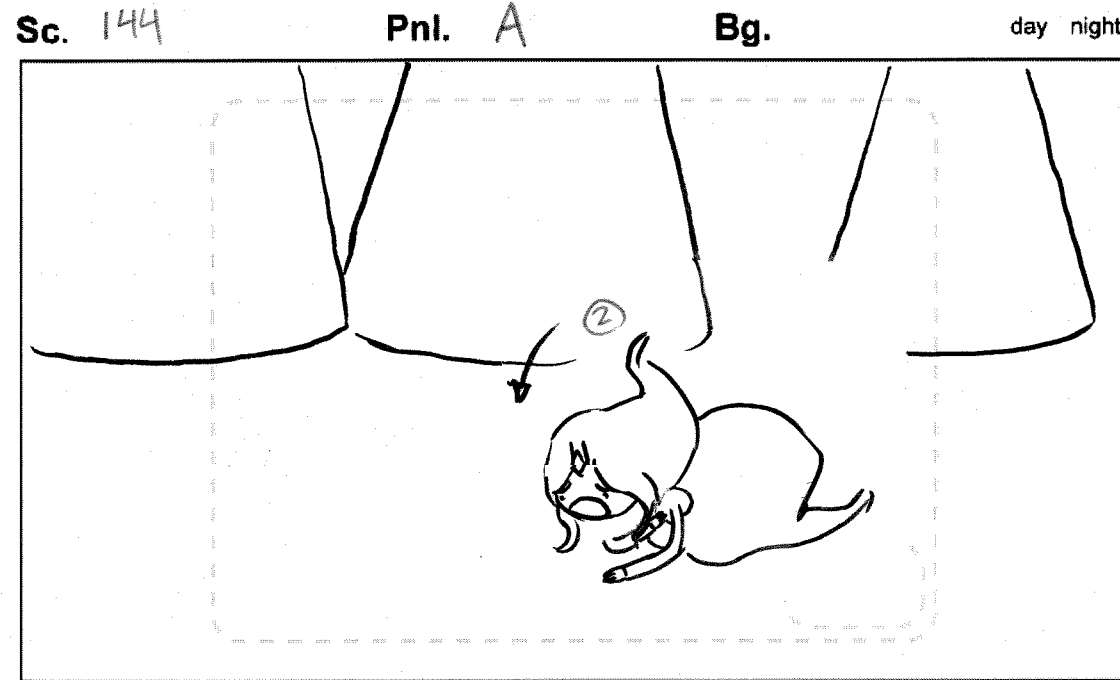
EPISODE # 100882
Production :

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ADVENTURE TIME



Page 158



Dialog:

FP- AH !

Action:



FP BENDS OVER
IN AGONY

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



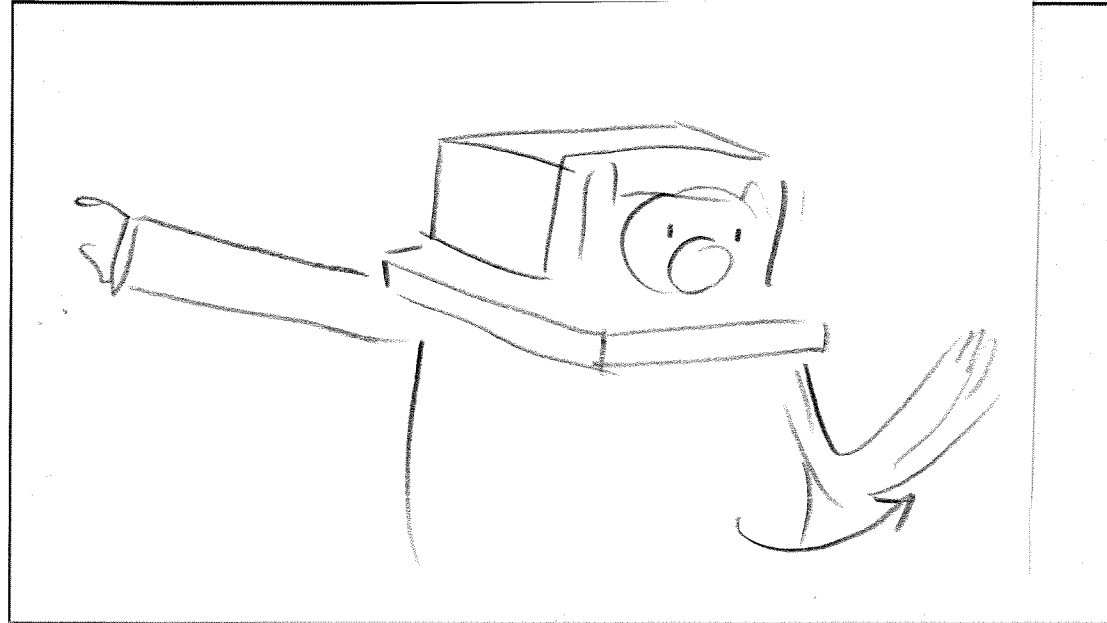
Page 159

Sc. 145

Pnl. A

Bg.

day night

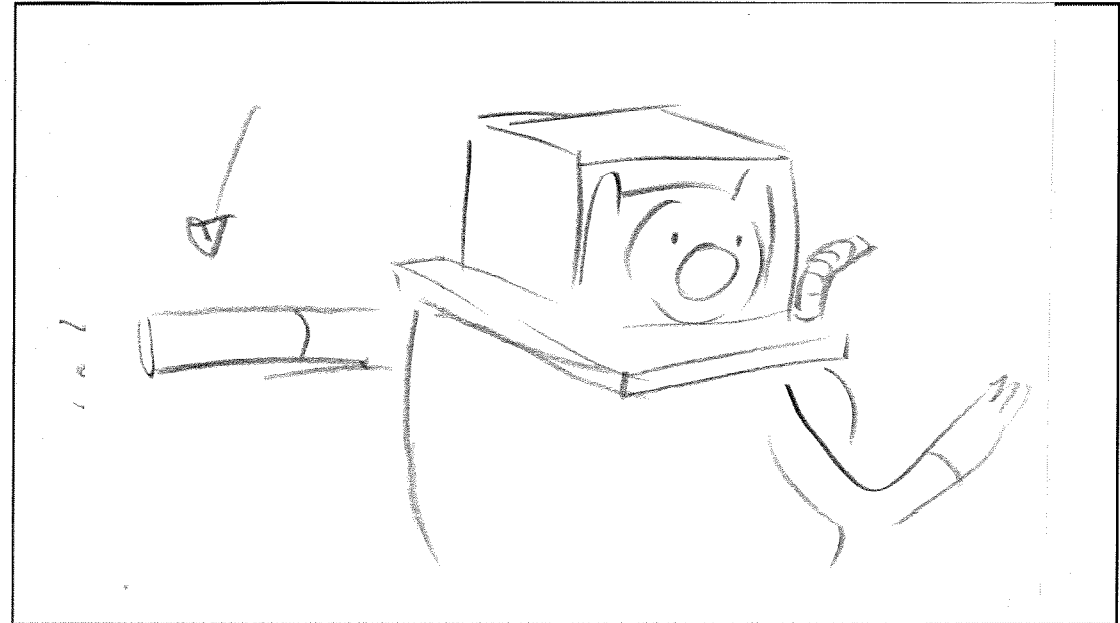


Sc. 145

Pnl. B

Bg.

day night



Dialog:

F- I'M SORRY!

Action:

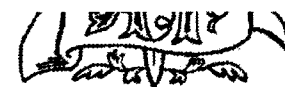
NEPTR Lowers arm down.

Timing:

100882

EPISODE #

Production :



Sc. 146

A

day night

Sc. 146

Pnl. B

Bg.

day night



Dialog

J: Whoa!

Action

- FINN SHIFTS FOAM STREAM AWAY FROM FIRE.

- FOAM STREAM HITS JAKE

Timing:

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Production :

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ADVENTURE TIME

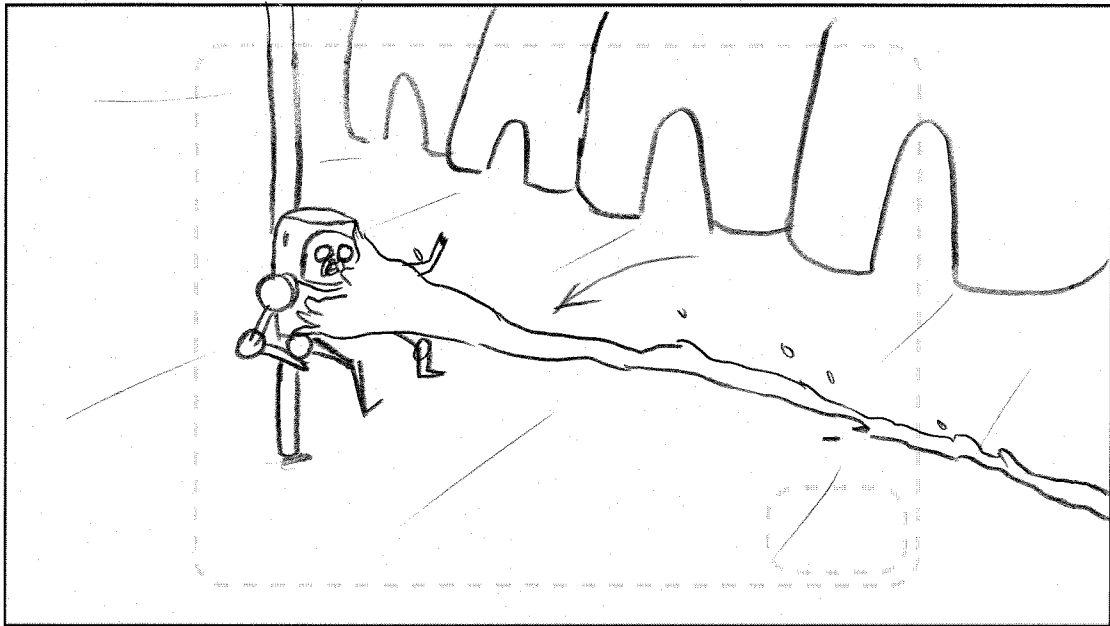


Sc. 146

Pnl. C

Bg.

day night



Sc. 146

Pnl. D

Bg.

day night



Dialog:

SFX: * CLANG! *

SFX: * SP PSHH! *

Action:

- FOAM STREAM KNOCKS JAKE AGAINST LIGHT POLE.
- ADJ. W/ ACTION.

- JAKE GETS COVERED
IN FOAM ON POLE

Timing:

EPISODE # 100882
Production :

ADVENTURE TIME

Page 162

Sc. 147

Pnl. A

Bg.

day night

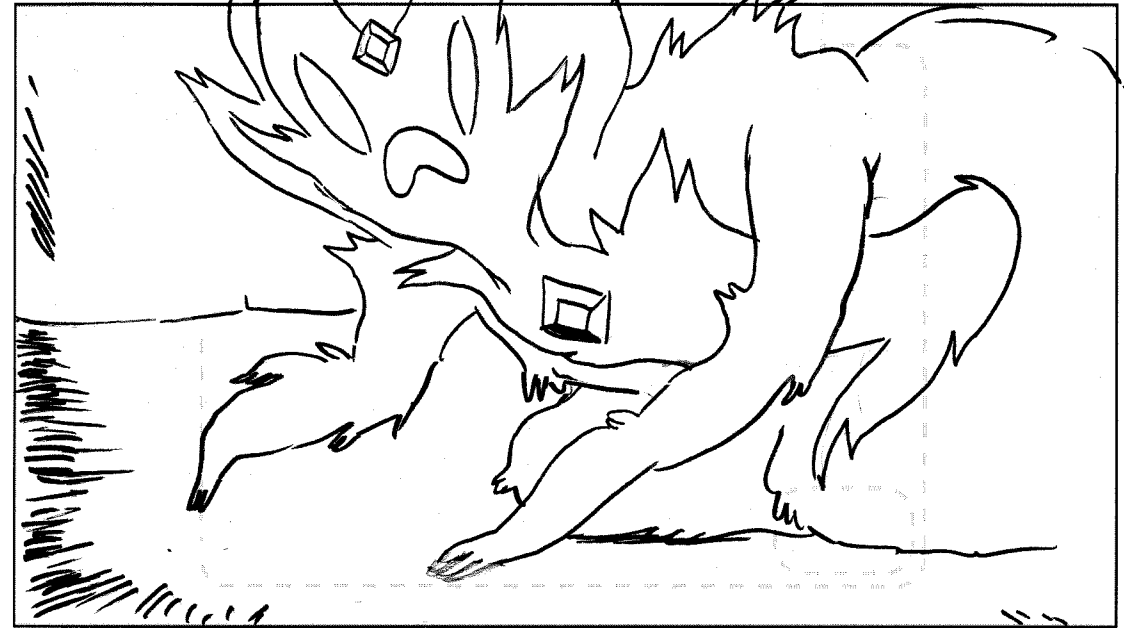


Sc. 147

Pnl.

B Bg.

day night



Dialog:

(FP) ^① THAT IS THE LAST TIME YOU HURT ME.

② R A A A A A A A A

A A A A A A A H

Action:

-FP'S HEAD FLARES.



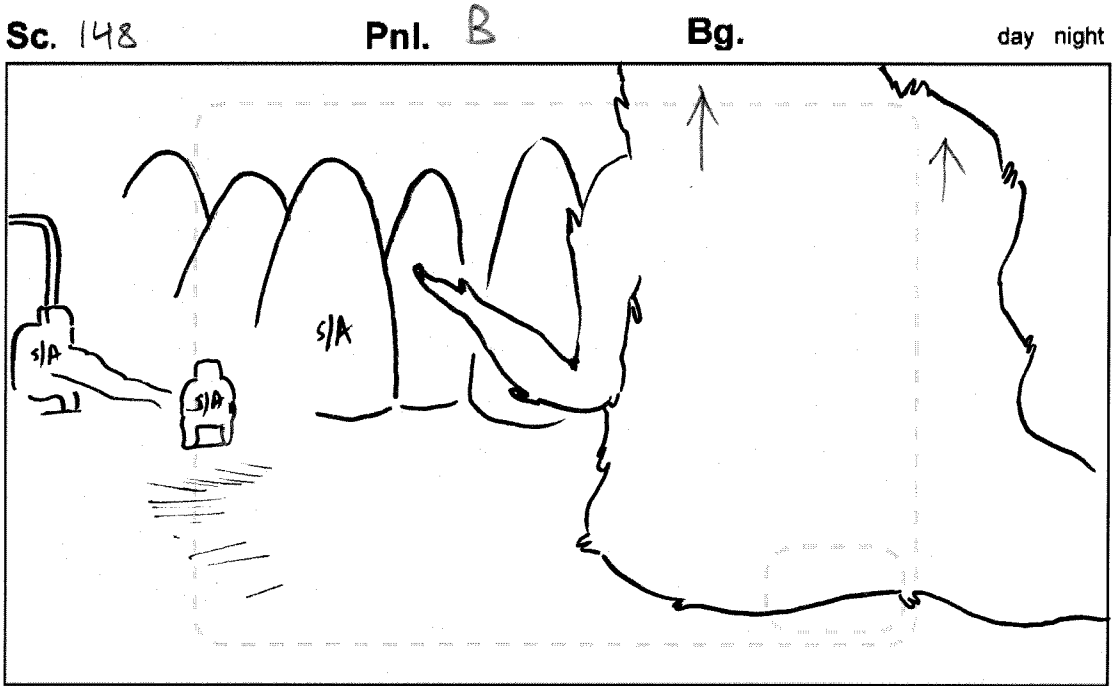
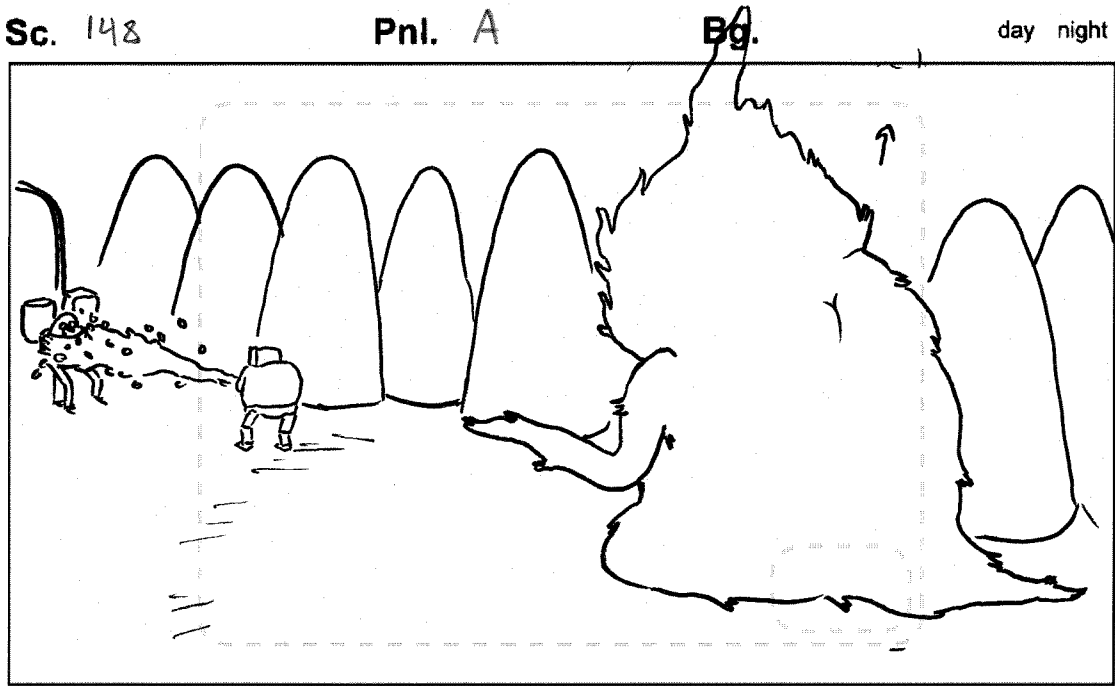
- FP GROWS/MORPHS INTO FIRE MONSTER

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



Dialog:

(F) MY BAD, JAKE!

(E) TURN IT OFF, NEPTR!

Action:

- FP CONTINUES TO GROW LARGER

Timing:

EPISODE # 100882
Production :

ADVENTURE TIME



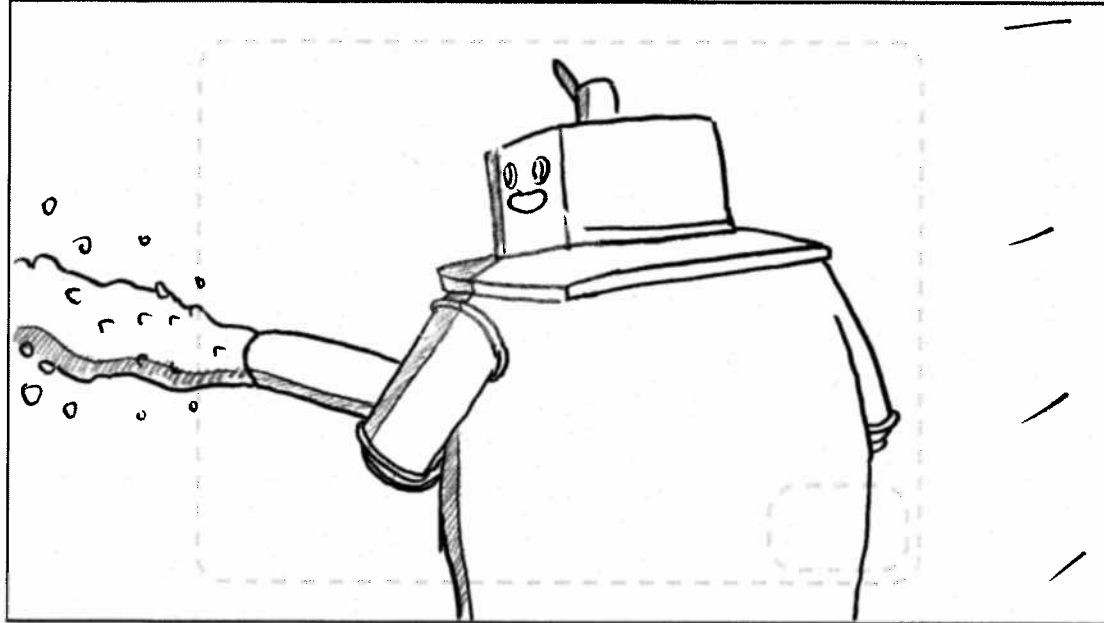
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Sc. 149

Pnl. A

Bg.

day night

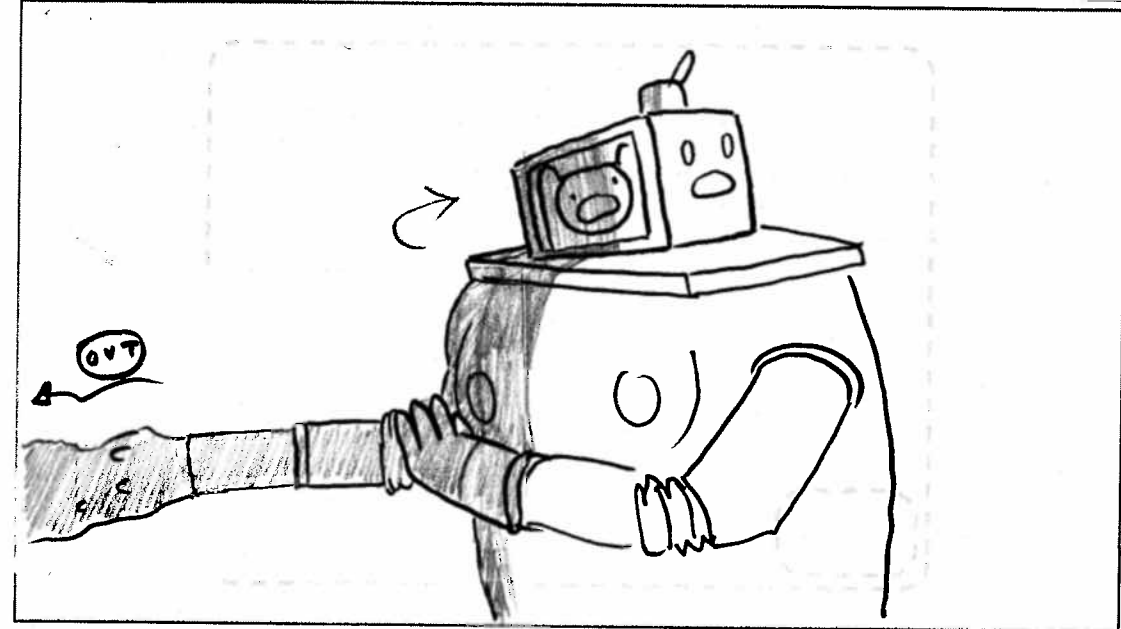


Sc. 149

Pnl. B

Bg.

day night



Dialog:

Ⓕ [GASP]

Action:

- LIGHT AT FINN'S BACK GROWS BRIGHTER

-FINN TURNS TO LOOK AT F.P.

Timing:

100882

EPISODE #

Production :

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ADVENTURE TIME



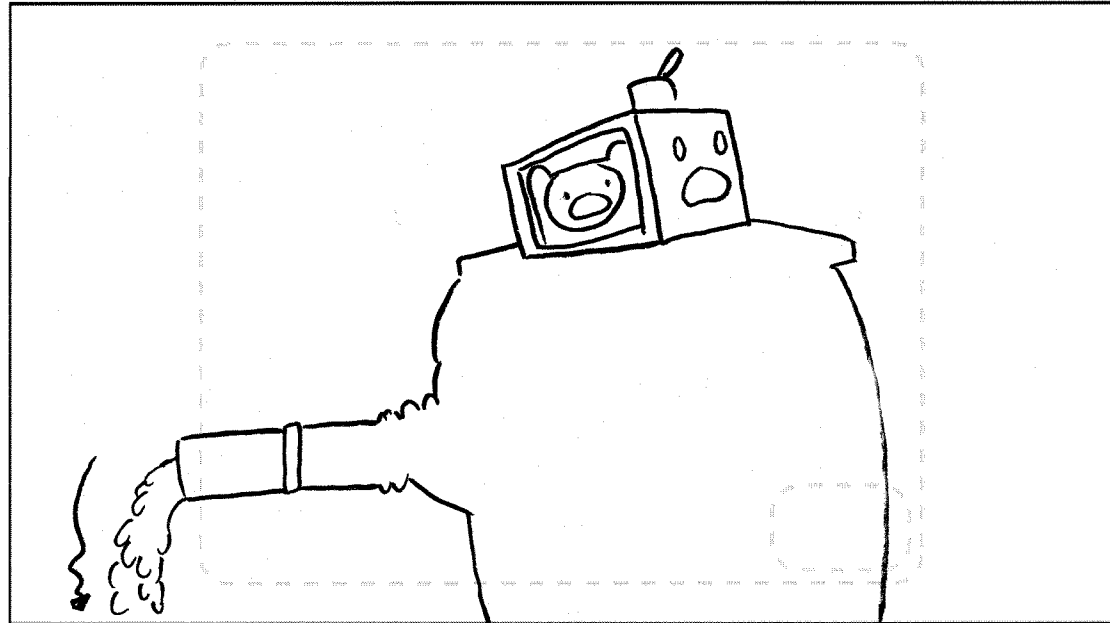
Page 165

Sc. 149

Pnl. C

Bg.

day night



Sc. 150

Pnl. A

Bg.

day night



Dialog:

(N) OH MY...

SFX: [FIRE CRACKLING]

Action:

-FOAM STREAM DIES OUT

-FP- GROWS MOIZE
-FP GROWS OFF/S

Timing:

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ADVENTURE TIME



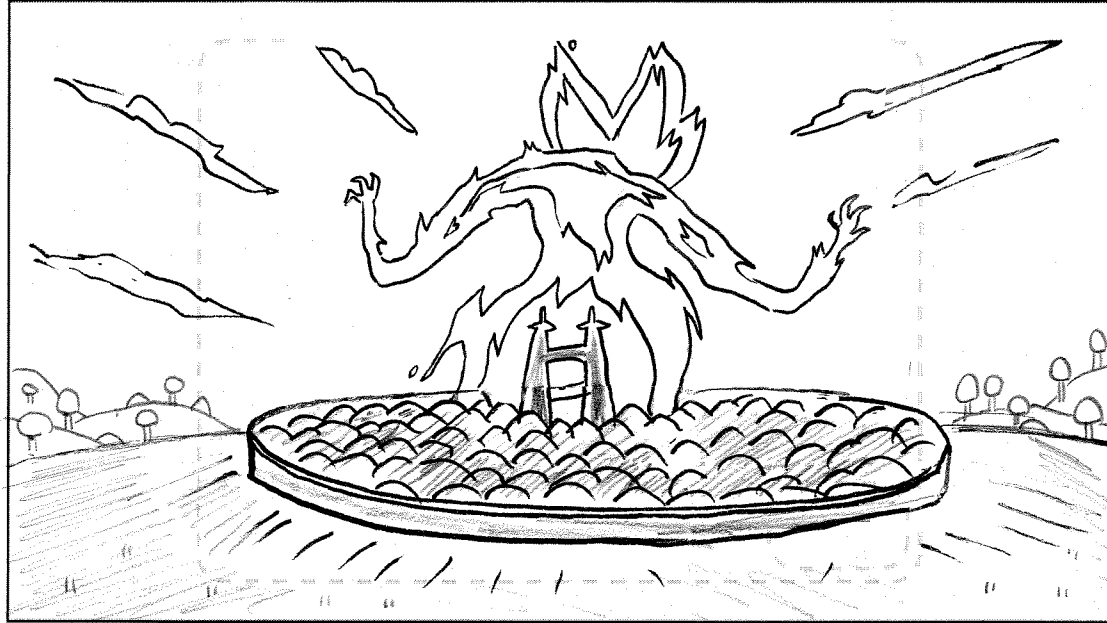
Page 166

Sc. 151

Pnl. A

Bg.

day night

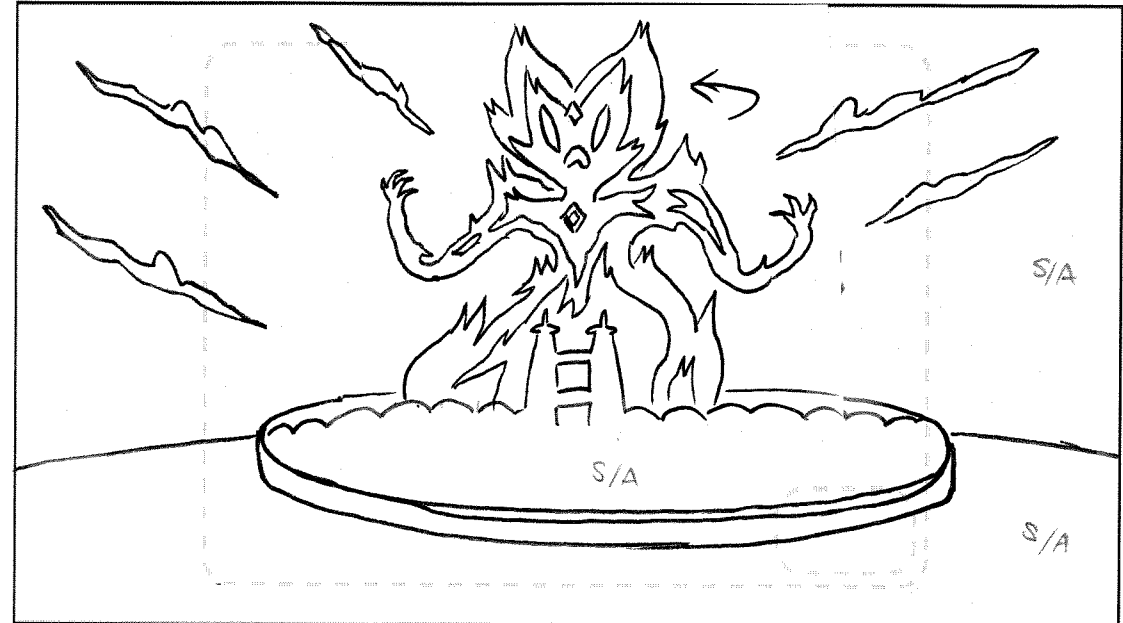


Sc. 151

Pnl. B

Bg.

day night



Dialog:

Action: -FP TOWERS OVER GOBLIN KINGDOM

-FP TURNS AROUND MENACINGLY.

Timing:

100882

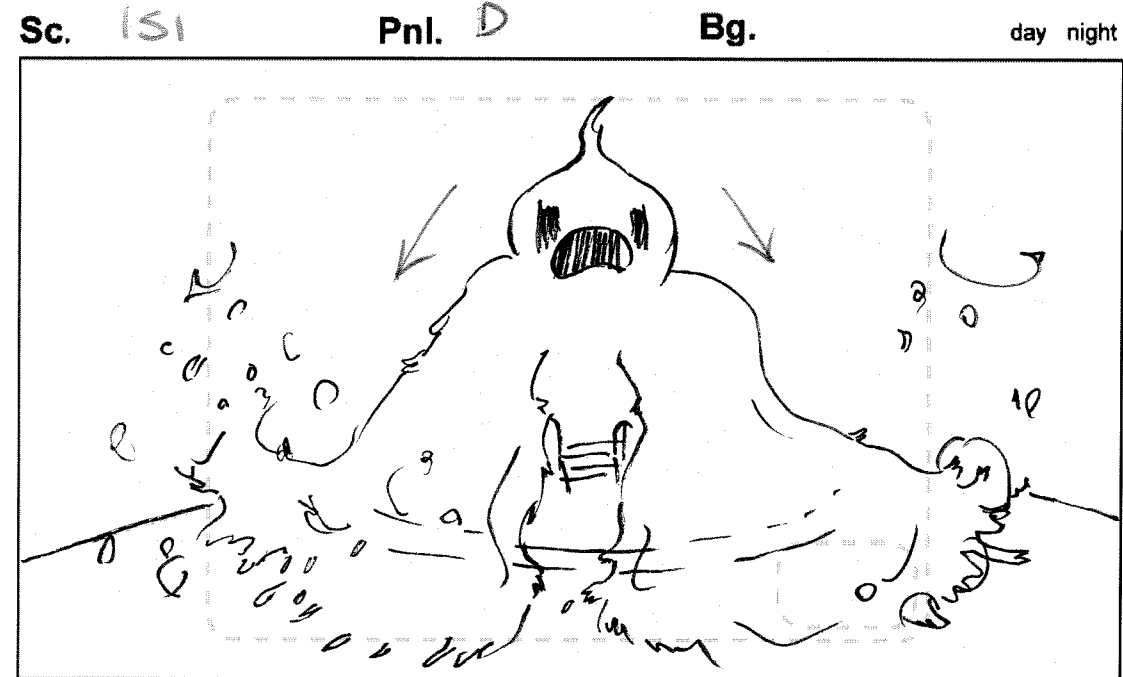
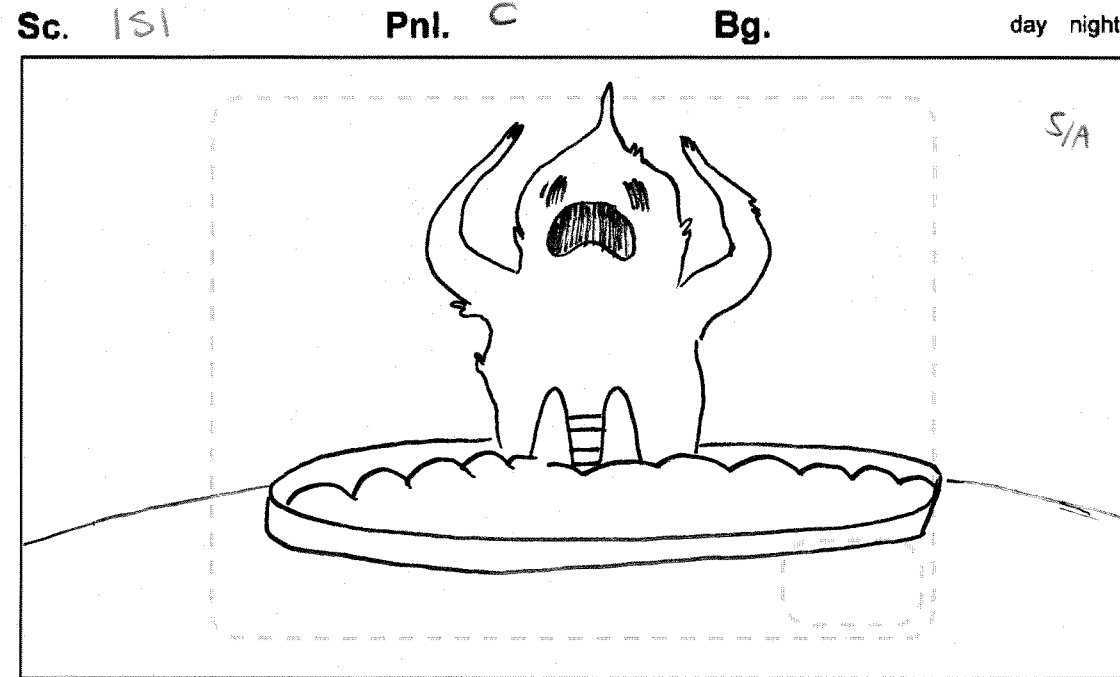
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

Action:

- FP ANTICS BACK.

- FP TORCHES WHOLE CITY.

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



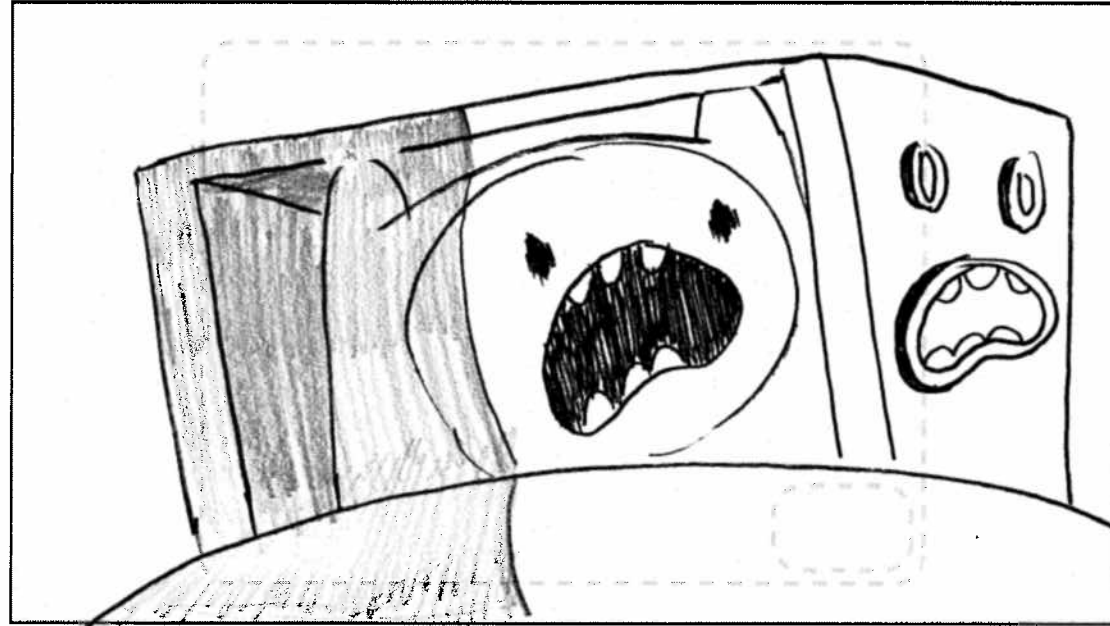
Page 168

Sc. 152

Pnl. A

Bg.

day night

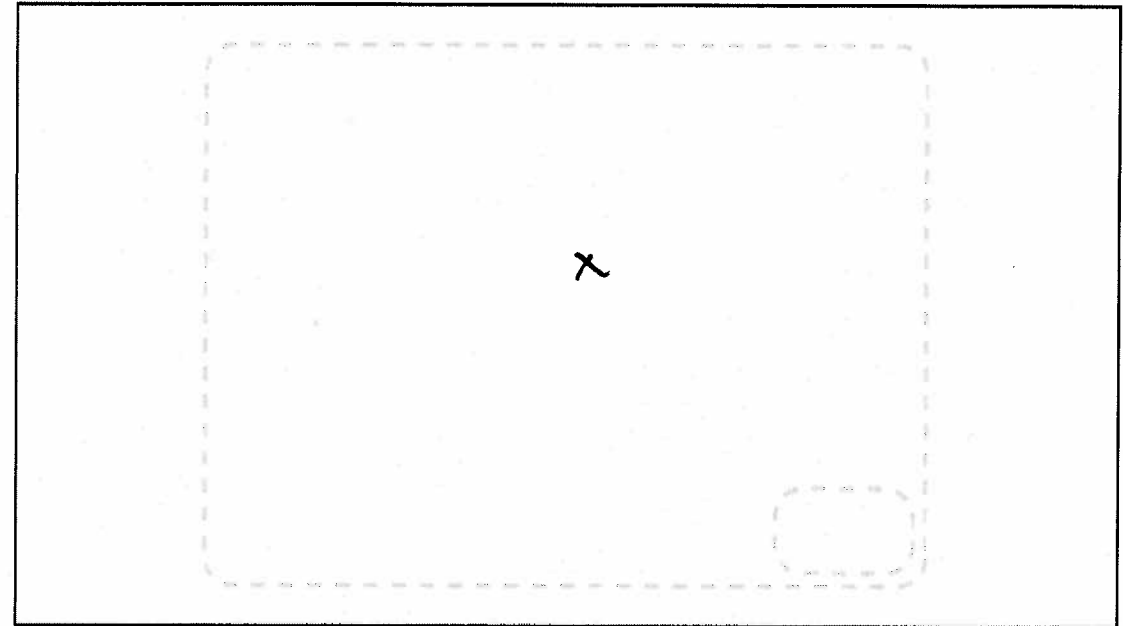


Sc.

Pnl.

Bg.

day night



Dialog:

F- N6000 !!!

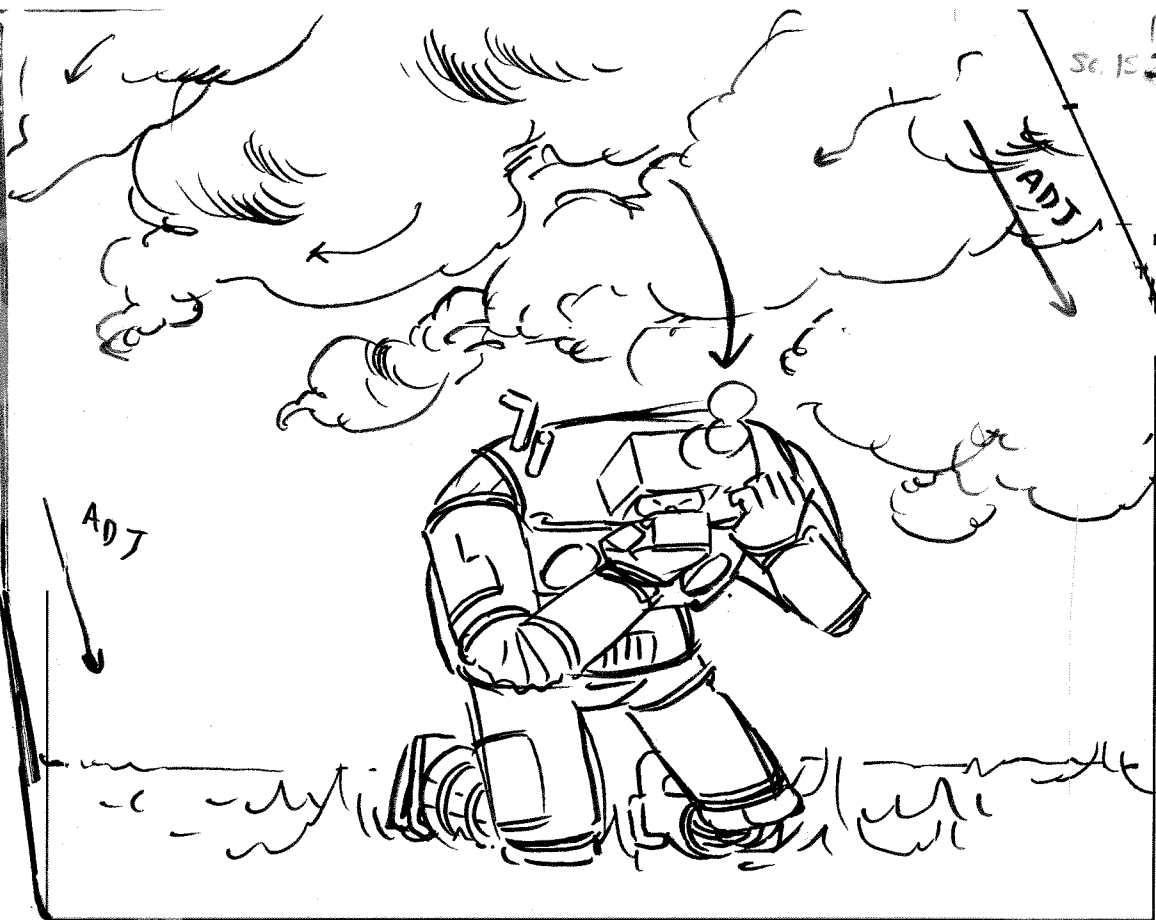
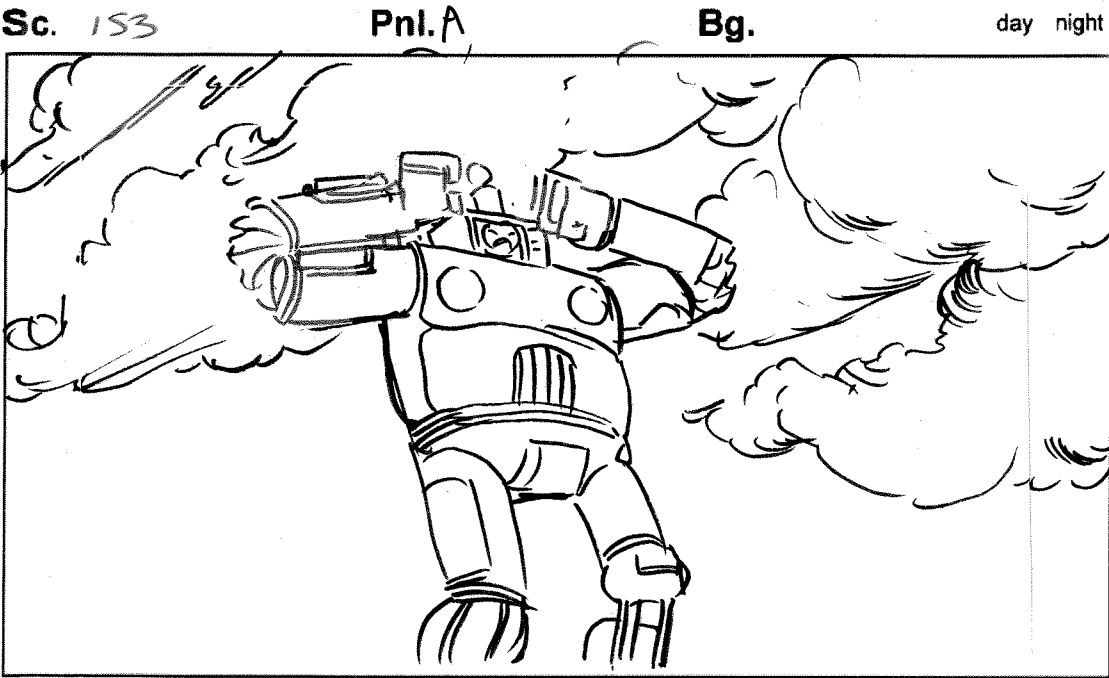
Action:

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



Dialog:	F) NO MORE! NO MORE —
Action:	- F COLLAPSES TO HIS KNEES AS BLACK SMOKE FILLS THE SKY - ADJ. W/ ACTION
Timing:	

ADVENTURE TIME

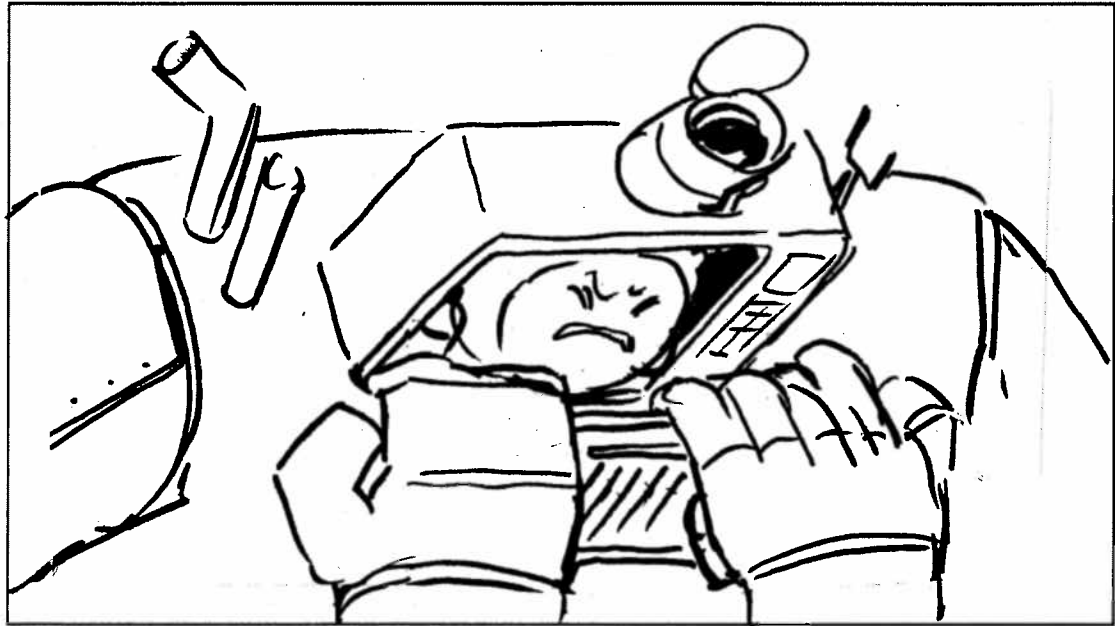


Sc. 154

Pnl. A

Bg.

day night



Dialog:

Action:

FINN GRABS ROBOT THROAT + PULLS TO
GET OUT -

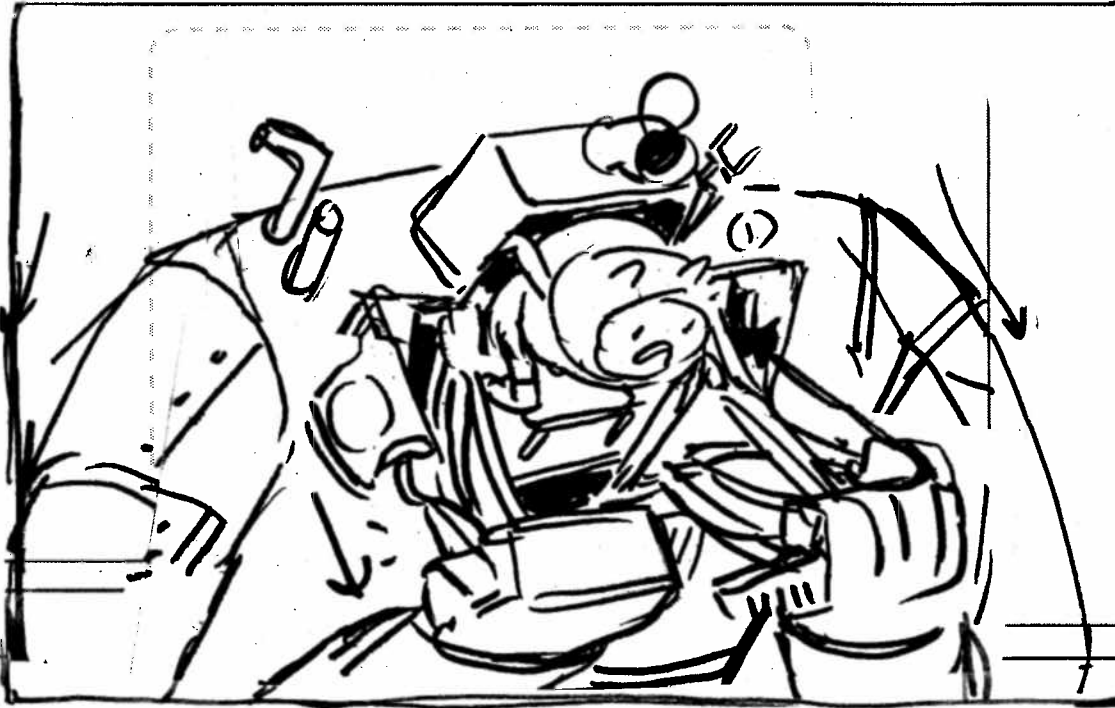
Timing:

Sc. 154

Pnl. B

Bg.

day night



FINN TEARS OUT ROBOT
THROAT + CLIMBS OUT

Production :

EPISODE #

100882

ADVENTURE TIME



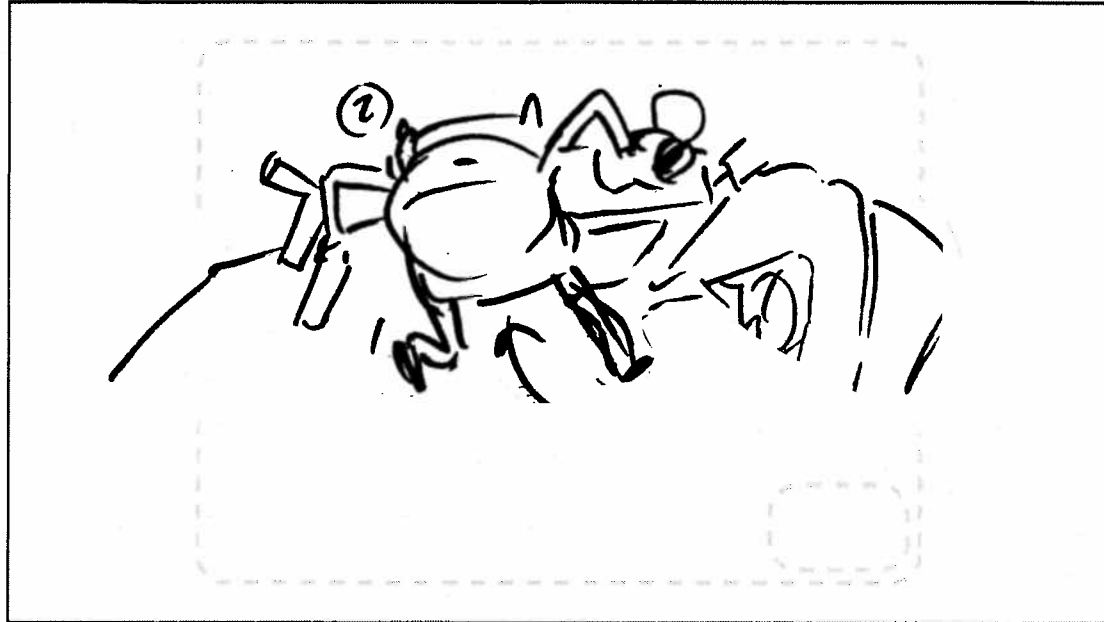
Page 171

Sc. 154

Pnl. C

Bg.

day night



Sc. 154

Pnl. D

Bg.

day night



Dialog:

Action:

- F SCRAMBLES UP ONTO THE HEAD
OF THE ROBOT TO KEEP FROM FALLING -
AS ROBOT - NECK - OUT - WIRES SPILL OUT

- F ON TOP OF BOT

- TRUCK OUT W/ ACTION

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



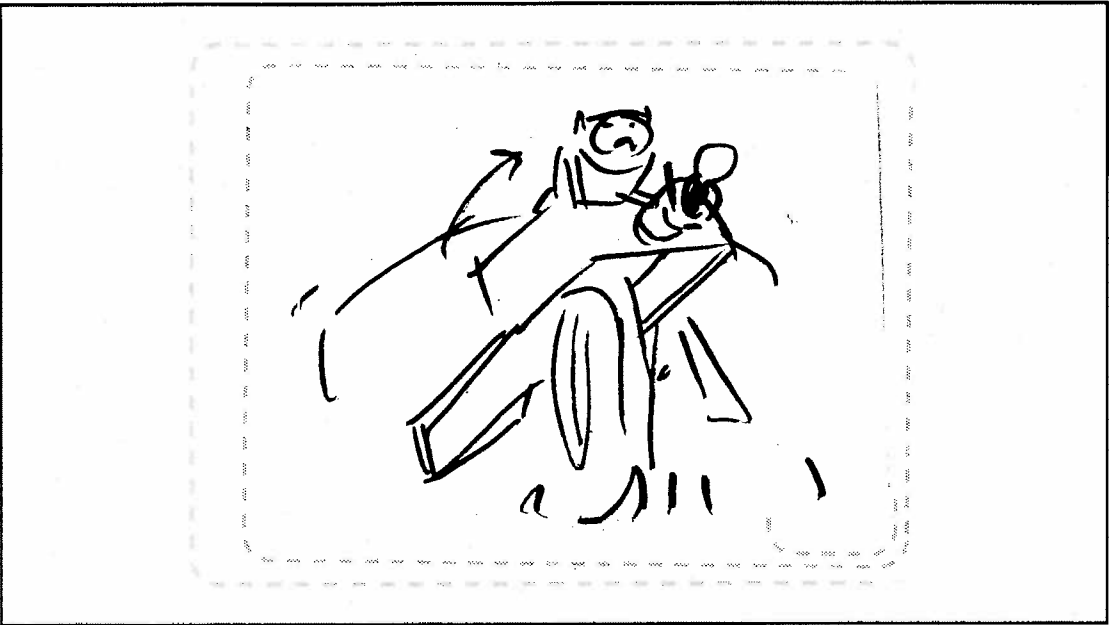
Page 172

Sc. 154

Pnl. E

Bg.

day night



Sc. 155

Pnl. A

Bg.

day night



Dialog:

Ⓕ FLAME PRINCESS!

Ⓕ I CAN'T FIGHT HER ...

Action:

— F WATCHES GOBLIN CITY BURNING — SKY FILLING WITH BLACK SMOKE

Timing:

EPISODE # 100882
Production :

ADVENTURE TIME

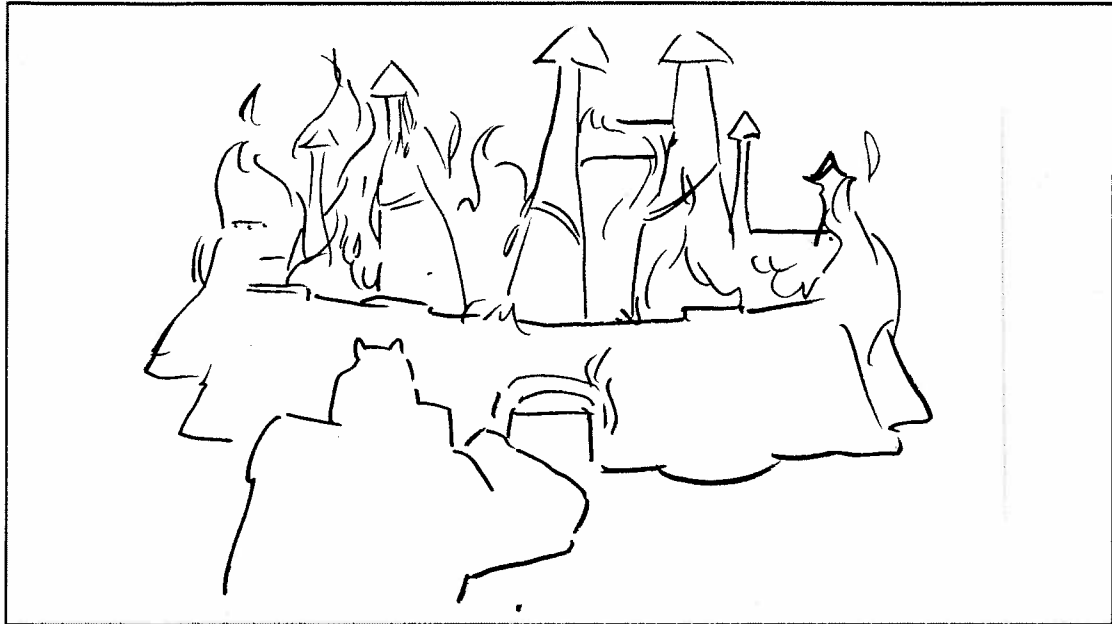


Sc. 155

Pnl. B

Bg.

day night

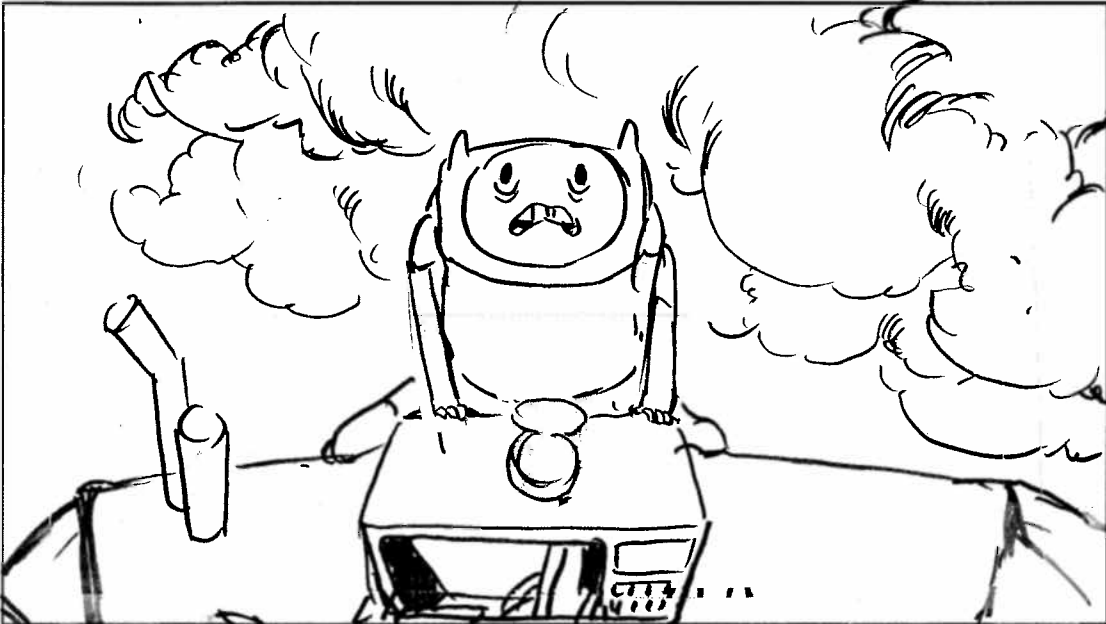


Sc. 156

Pnl. A

Bg.

day night



Dialog:

(F) BUT I CAN'T LET HER DESTROY
THE CITY...
ALT. CAN'T HELP THEM

F) I'VE FAILED EVERYONE...

Action:

Timing:

EPISODE # 100882
Production :

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ADVENTURE TIME



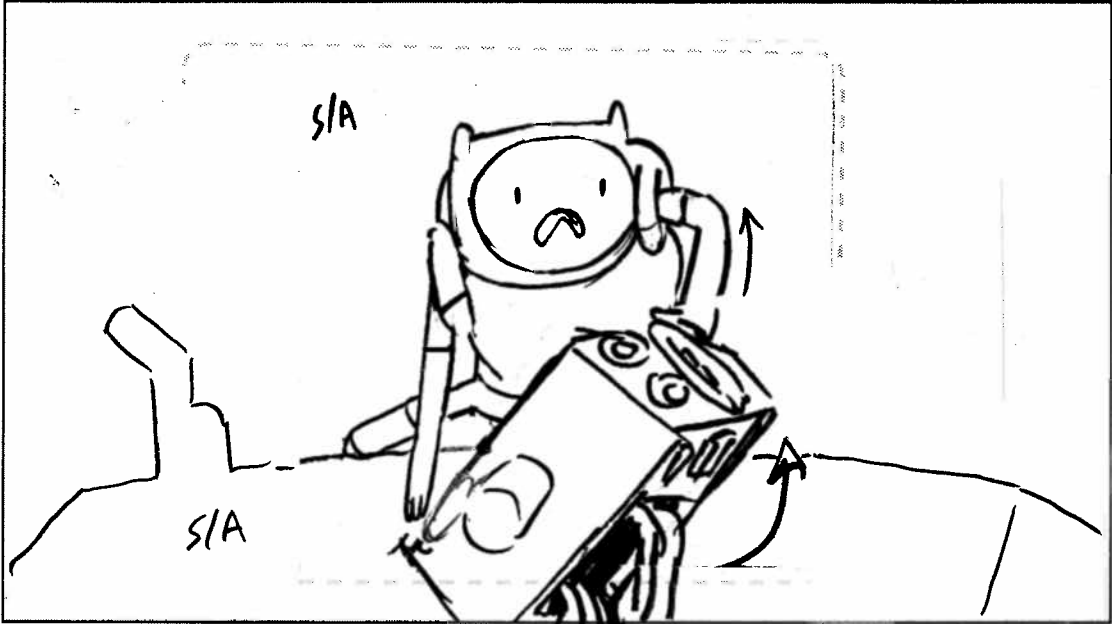
Page 174

Sc. 156

Pnl. B

Bg.

day night

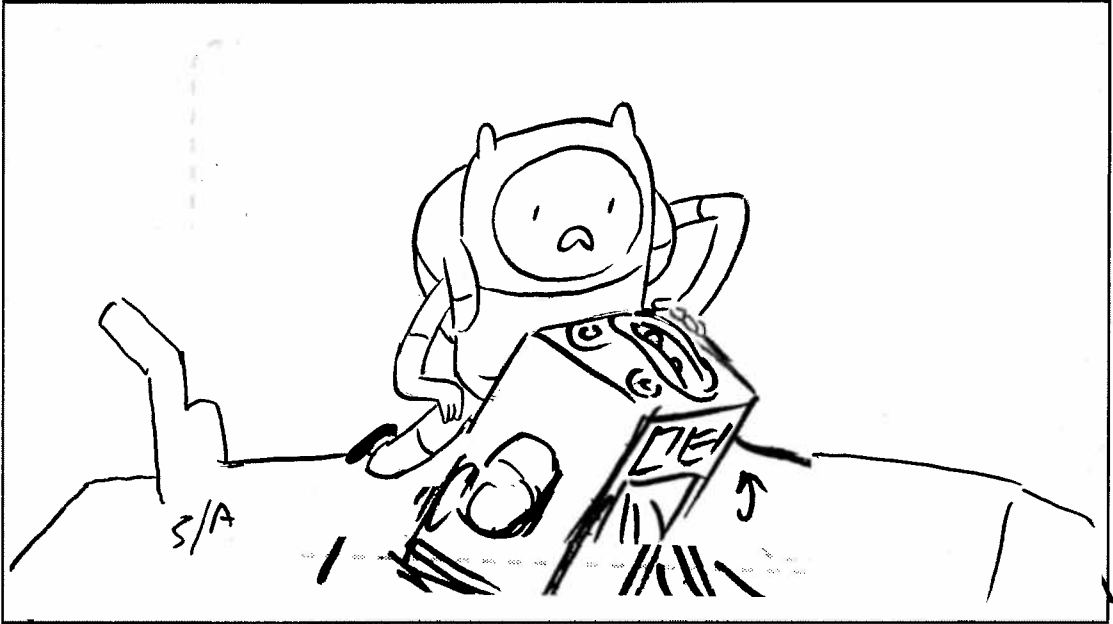


Sc. 156

Pnl. C

Bg.

day night



Dialog:

(N) NOT TRUE CREATOR!

(N) YOU HAVEN'T FAILED NEPTR!

Action:

— NEPTR TURNS ROBOT HEAD
TO ADDRESS FINN

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



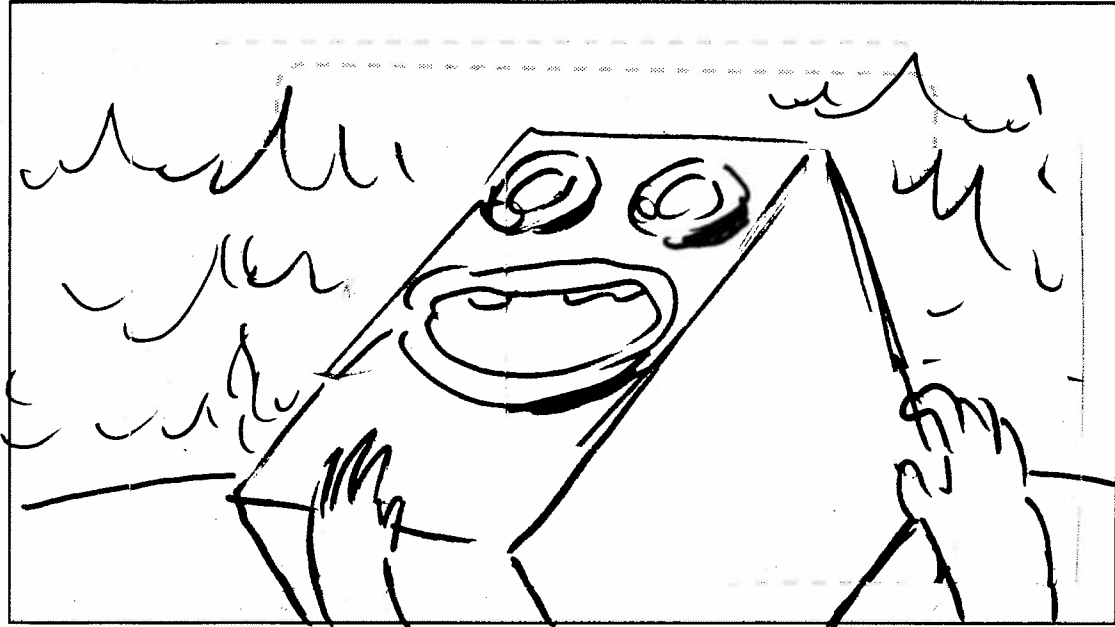
Page 175

Sc. 157

Pnl. A

Bg.

day night



Sc. 158

Pnl. A

Bg.

day night



Dialog:

① EVEN IF EVERYONE BURNS YOU'LL
STILL HAVE ME CREATOR!

Action:

Timing:

EPISODE # 100882
Production :

ADVENTURE TIME

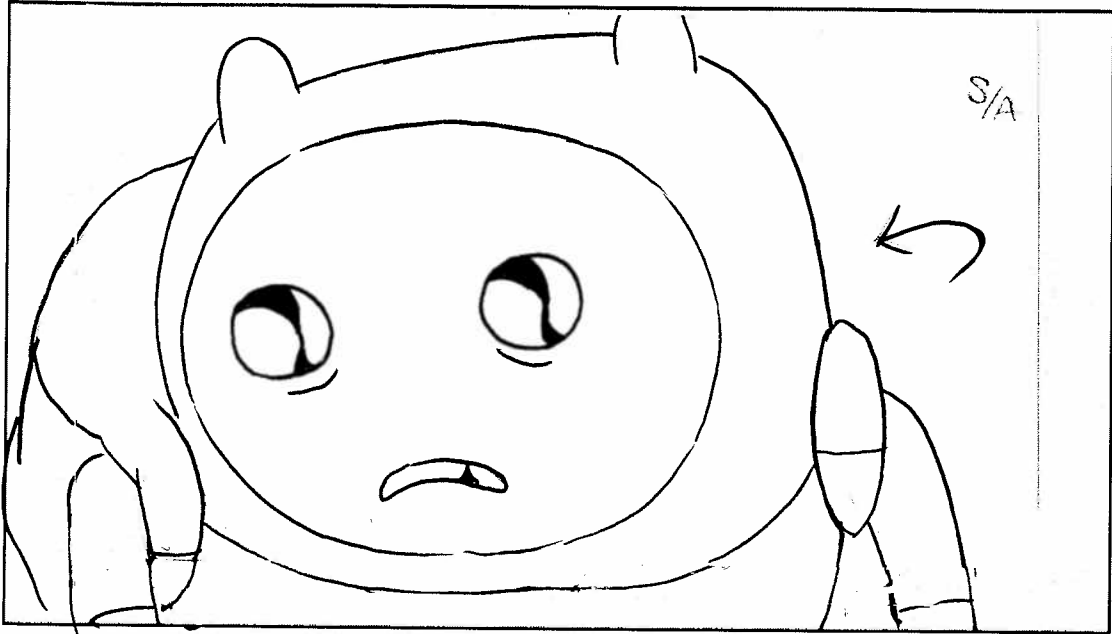


Sc. 158

Pnl. 0

Bg.

day night

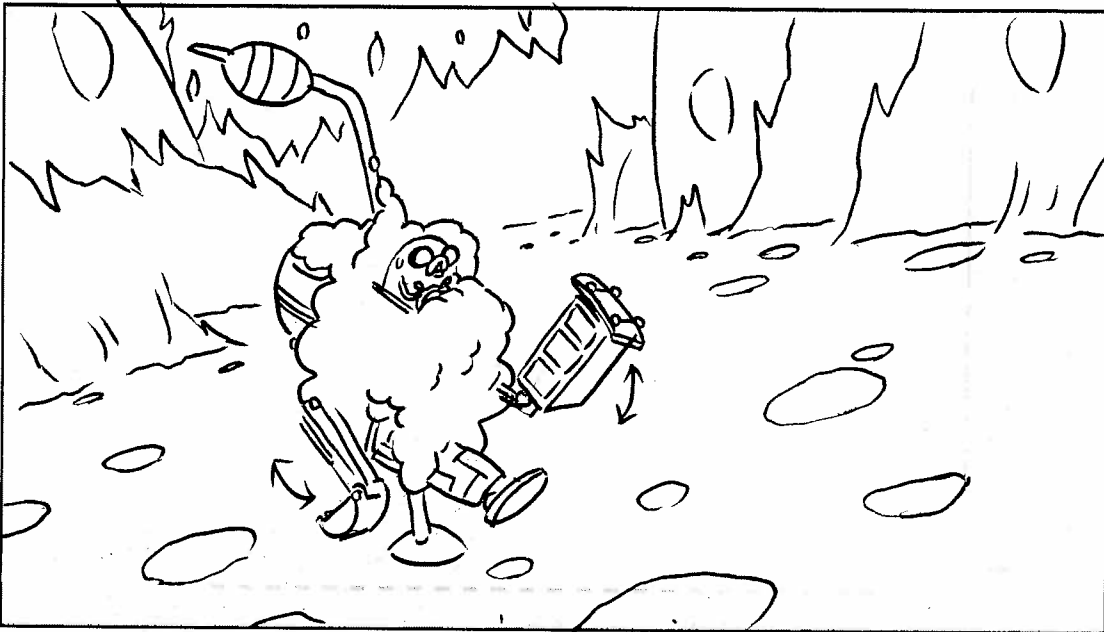


Sc. 159

Pnl. A

Bg.

day night



Dialog:

SFX: *VREE - VREE - CLK - CLK*

Action:

-FINN LOOKS OVER TO JAKE.

- JAKE STUCK TO POLE

-ROBOT LIMBS MOVE USELESSLY.

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



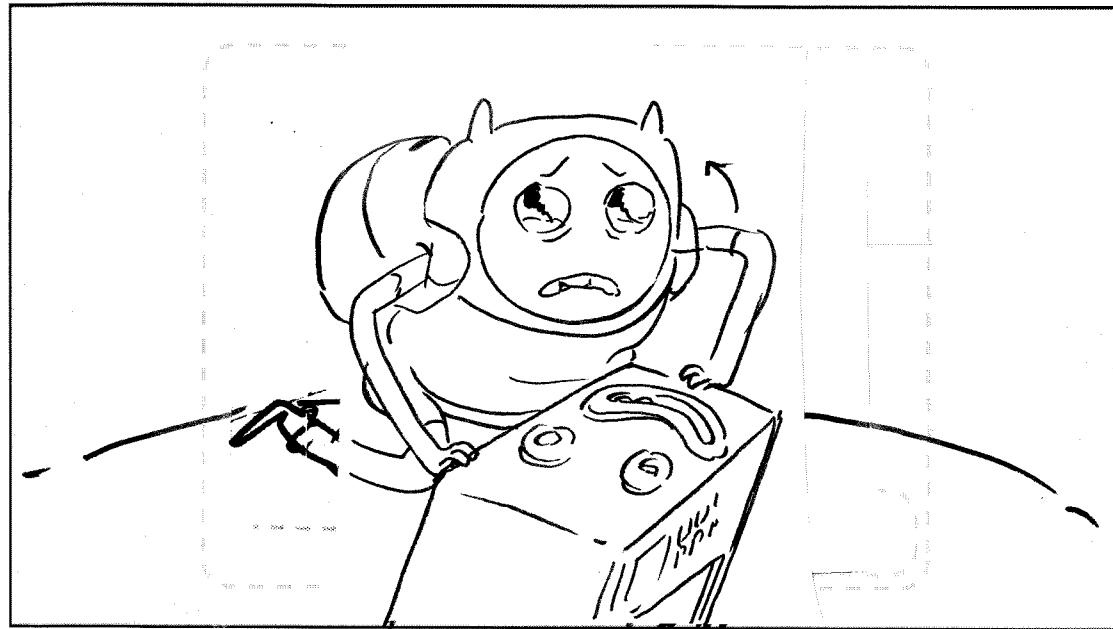
Page 177

Sc. 160

Pnl. A

Bg.

day night

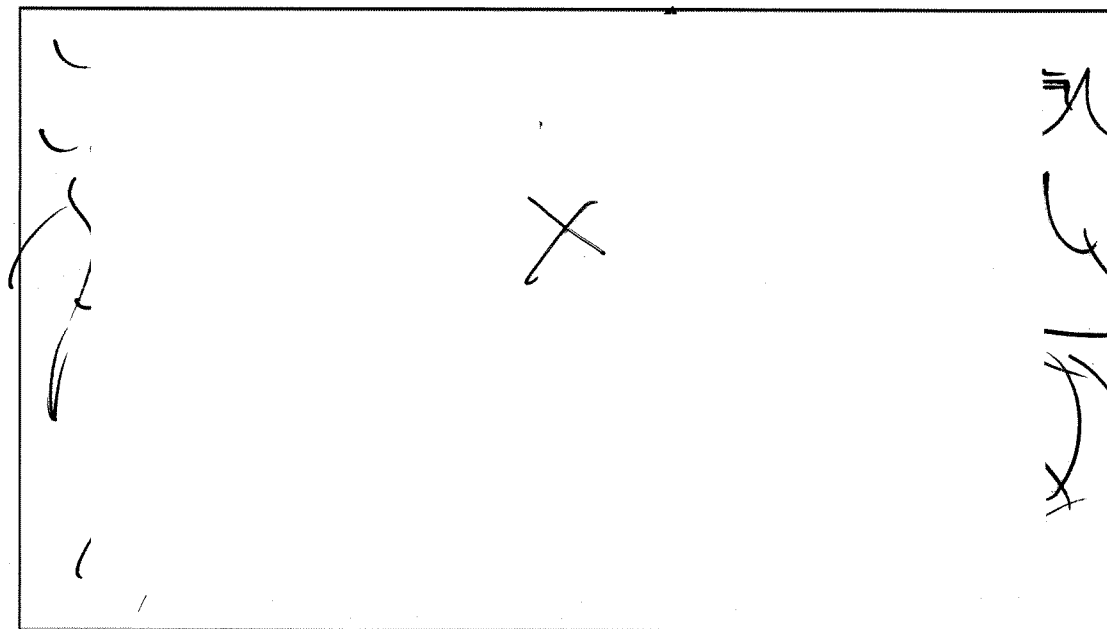


Sc.

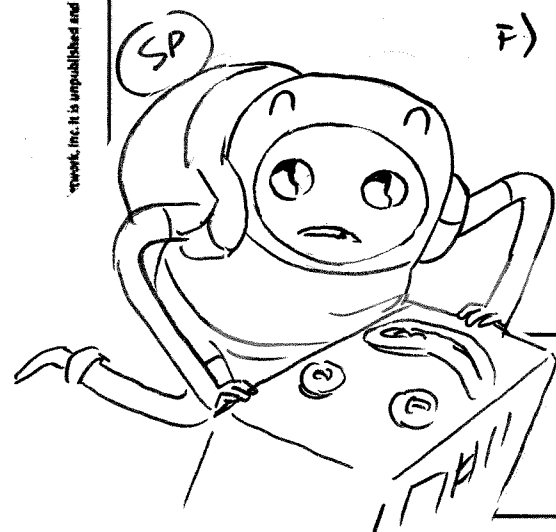
Pnl.

Bg.

day night



Dialog:



F) NO...

FINN LOOKS UP.

EXPANSIVE FIRE

EPISODE # 100882

Production :

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ADVENTURE TIME



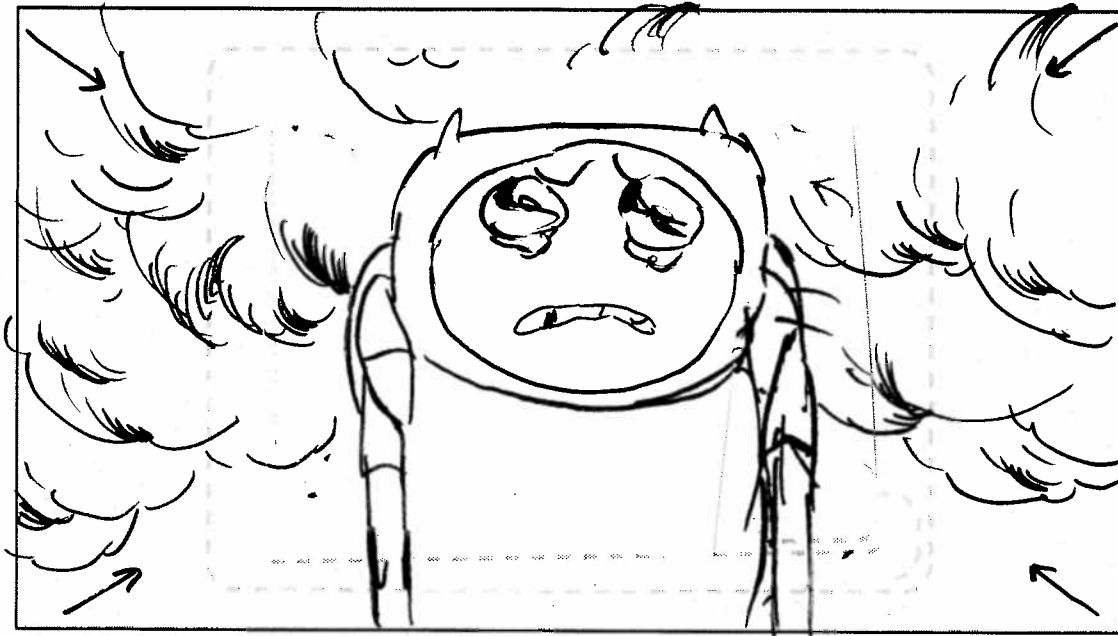
Page 178

Sc. 160

Pnl. B

Bg.

day night

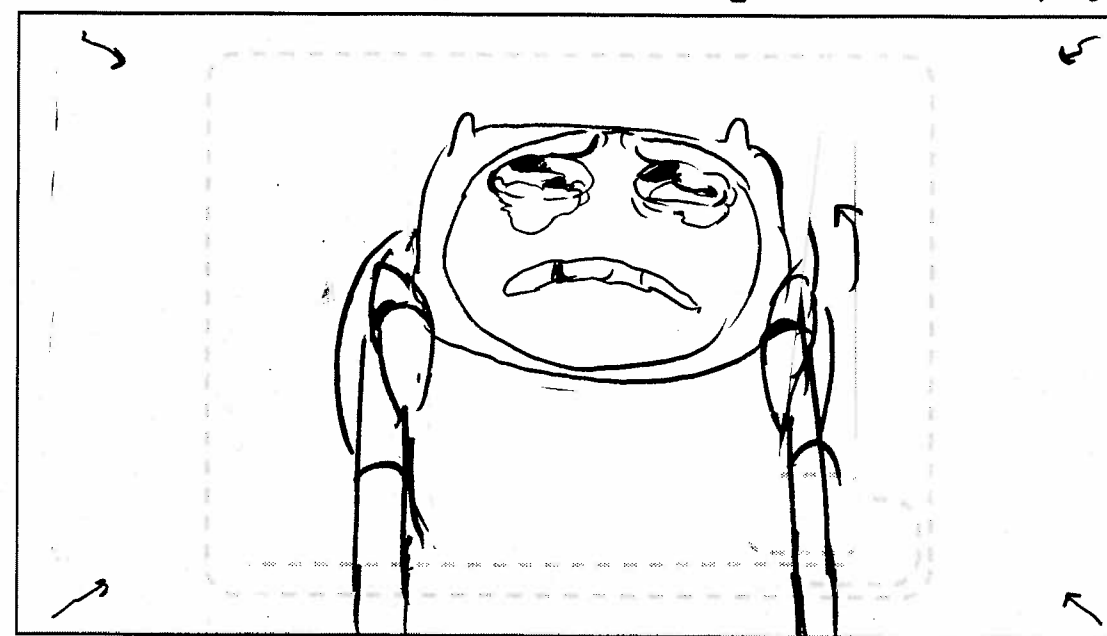


Sc. 160

Pnl. C

Bg.

day night



Dialog:

(F) (CHOKED UP)
WHY CAN'T I JUST LIKE A GIRL ...

Action:

- F'S EYES WELL UP WITH TEARS
- BLACK SMOKE BEHIND FINN
- SLOW PUSH IN ON FINN

- TEARS QUIVER IN EYES! HE REARS HIS HEAD BACK!
- SLOW PUSH IN CONTINUES.

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



Sc. 160 Pnl. E

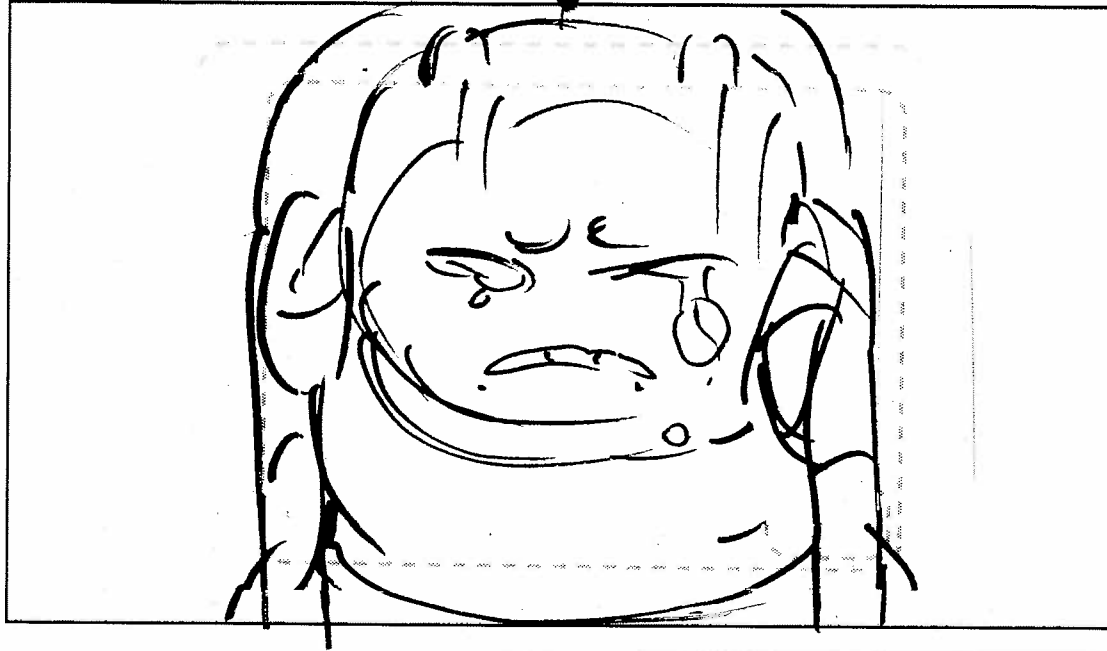
Page 179

Sc. 160

Pnl. D

Bg.

day night



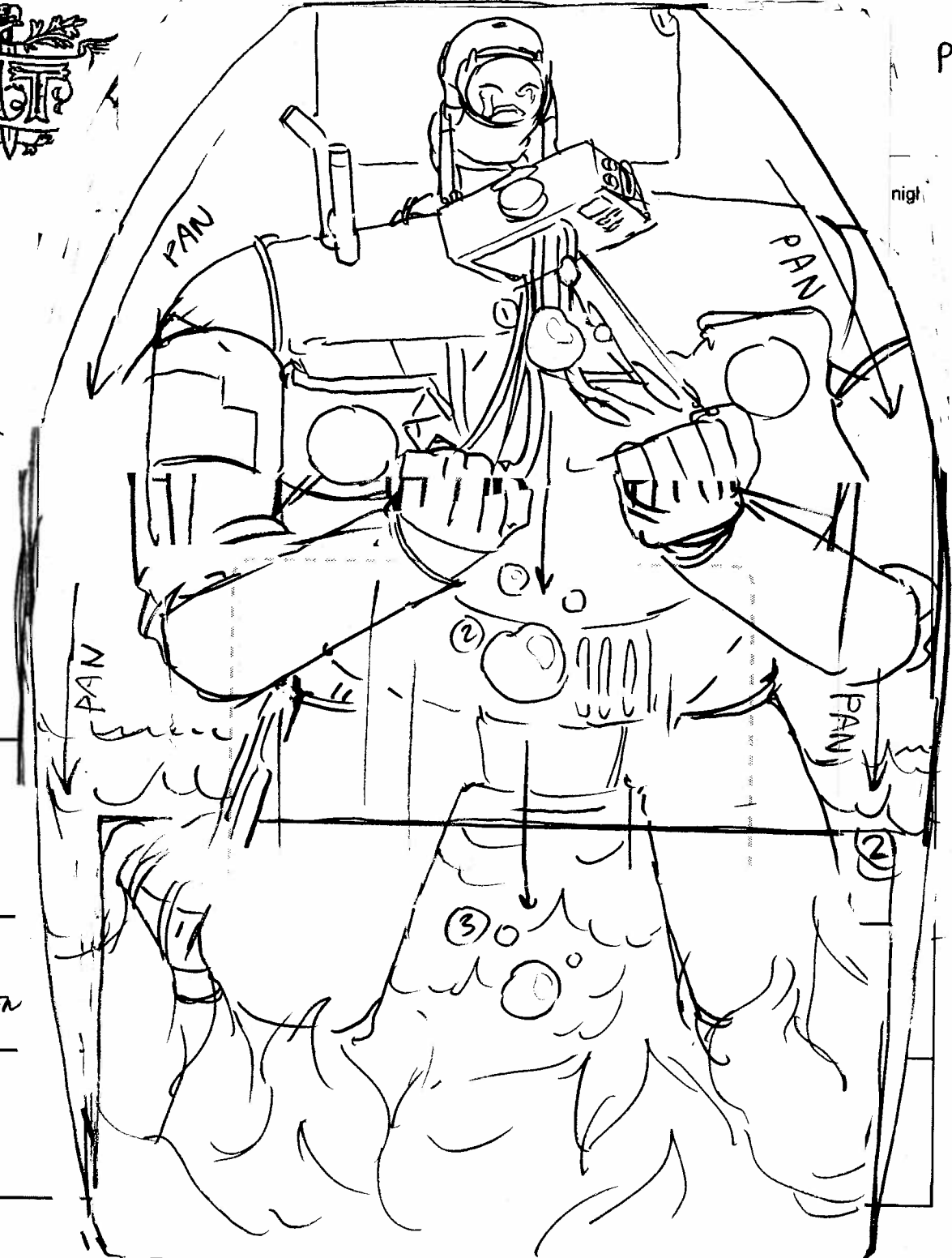
Dialog:

Action:

- A TEARDROP FALLS FROM FINN'S EYE - PAN WITH THE TEAR AS IT FISHEYES BIGGER AND THEN SMALLER AND THEN INTO THE FIRE

Timing:

UPSHOT TO
DOWNSHOT



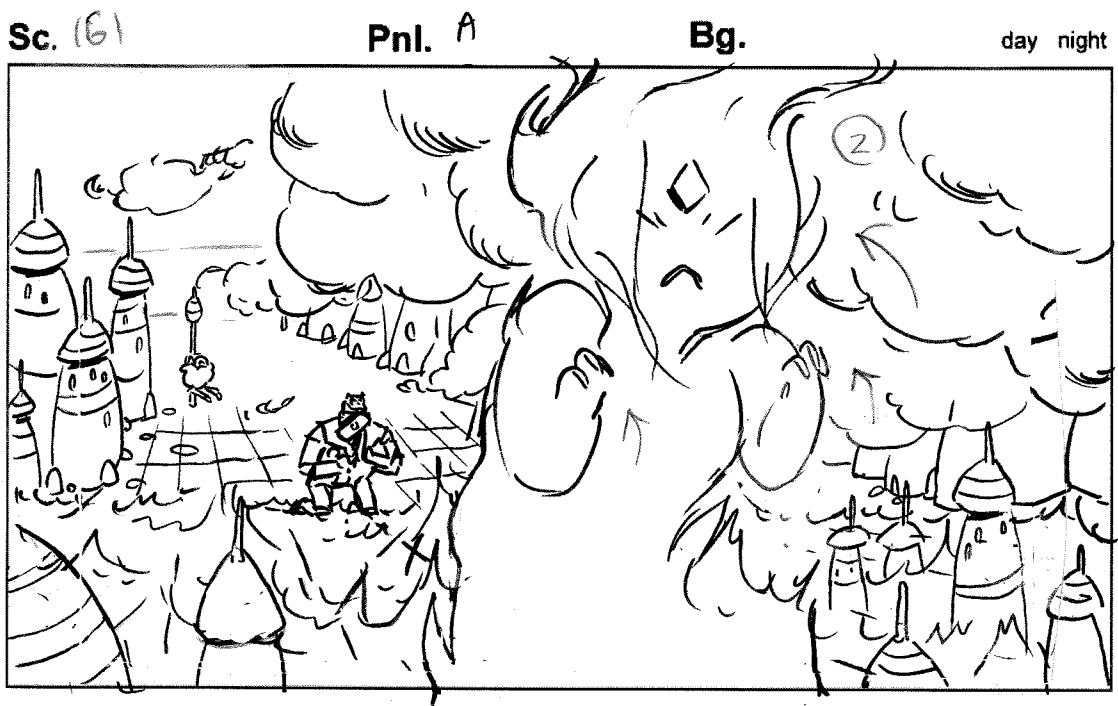
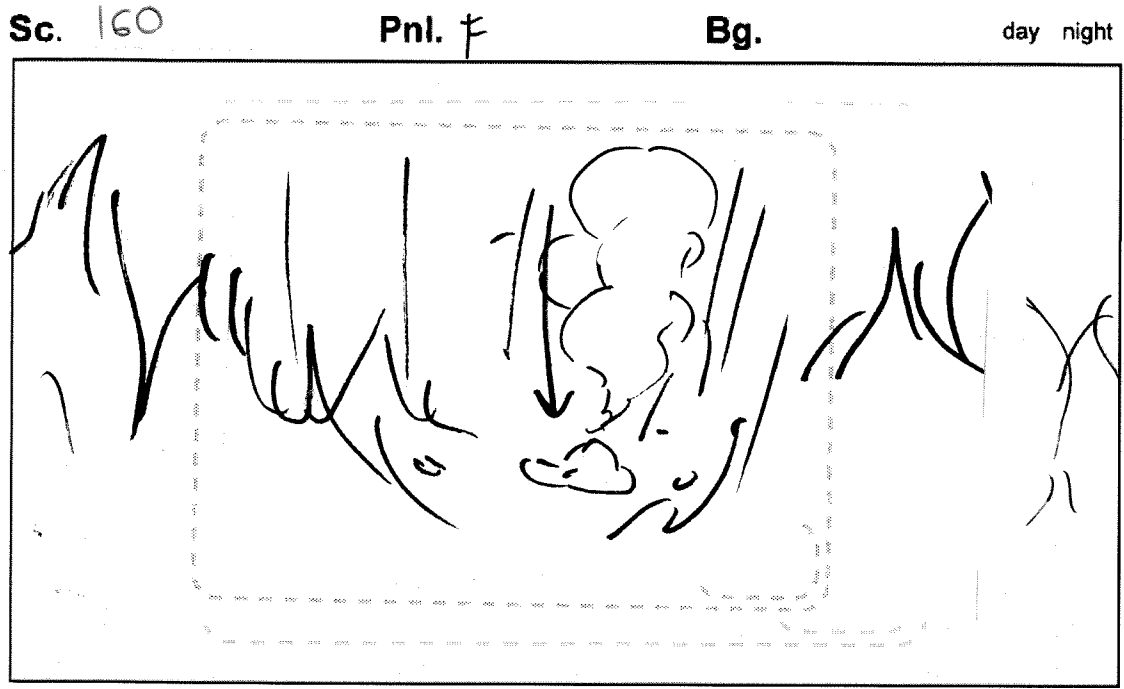
EPISODE #

100882

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ADVENTURE TIME



Dialog:

Action:  TEAR HITS THE FIRE + HISSES W/ CONTACT

Timing:

 (1) -FP FEELS STING OF TEAR AND TRANSFORM BACK INTO LESS MONSTROUS FORM.

(FP) (2) OW!

EPISODE # 100882

Production :



ADVENTURE TIME

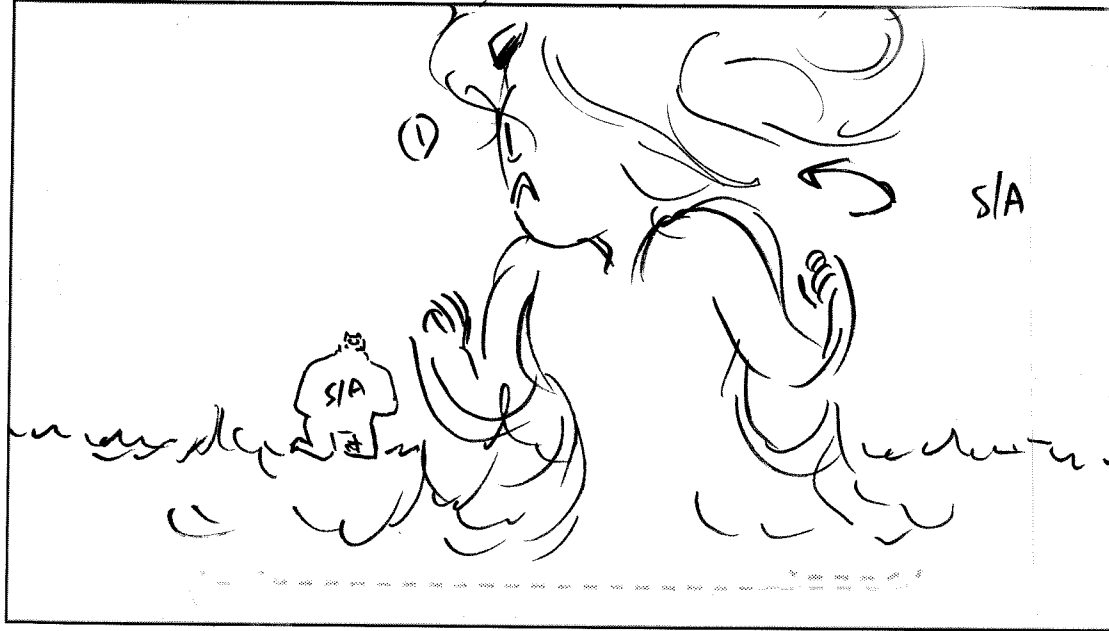
Page 181

Sc. 161

Pnl. B

Bg.

day night

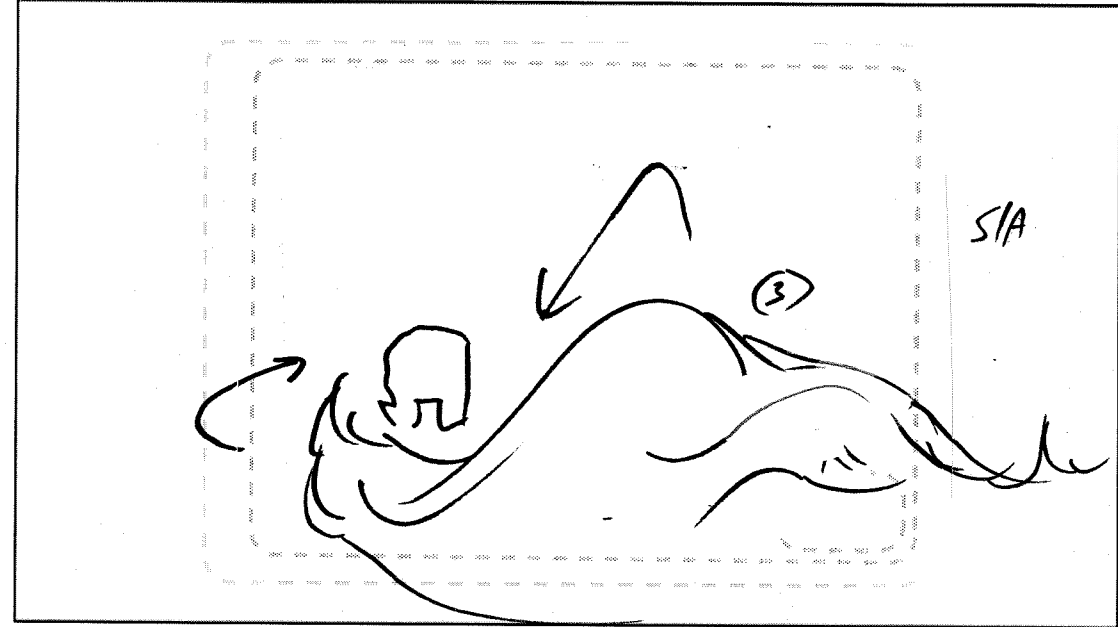


Sc. 161

Pnl. C

Bg.

day night



Dialog:

FP: HUH?

Action: FP WHIPS AROUND TO SEE WHERE
THE DROPLET CAME FROM.
HER EXPRESSION SOFTENS WHEN SHE SEES
THAT IT WAS FINN!

(HOLD
2
FOR A
FEW
BEATS)

Timing:

SHE DIVES INTO HERSELF &
SHOTS OFF INTO THE DISTANCE
TOWARD F, LIKE A WAVE
OF FIRE

EPISODE # 100882

Production :

ADVENTURE TIME



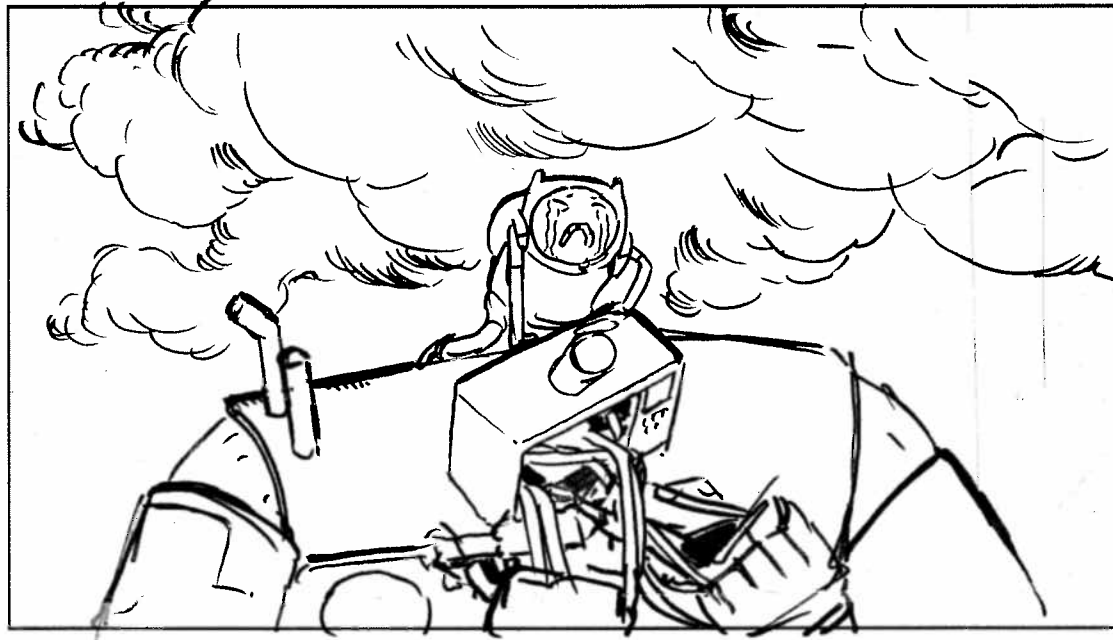
Page 182

Sc. 162

Pnl. A

Bg.

day night

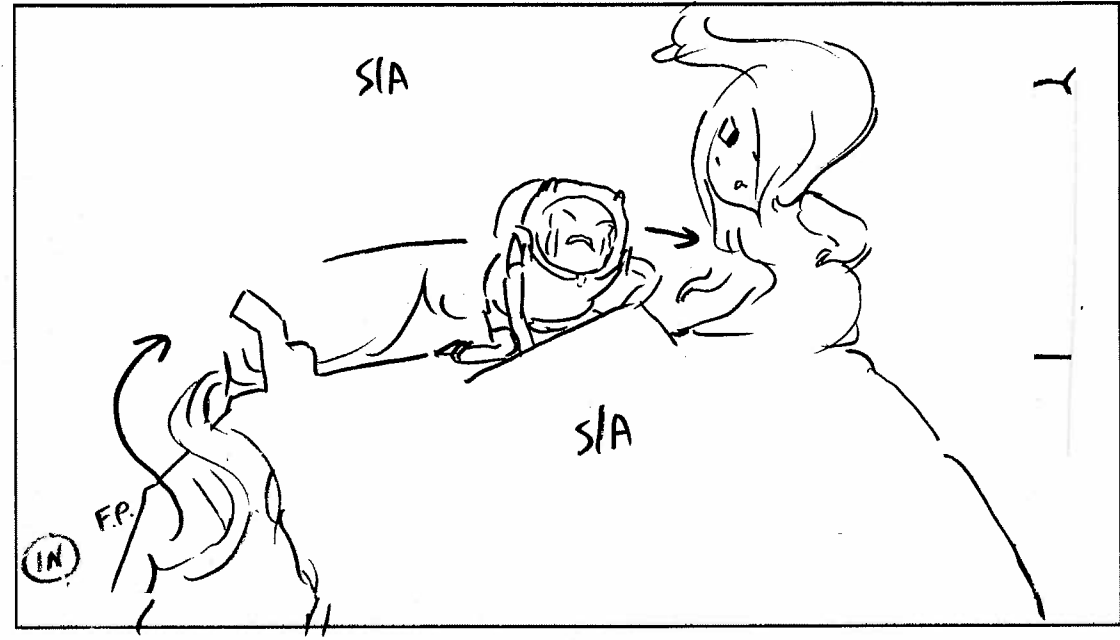


Sc. 162

Pnl. B

Bg.

day night



Dialog:

(F) [WEEPING/ CHOKING]

Action:

FP'S FIRE CLIMBS THE ROBOT & SHE MATERIALIZES
NEXT TO FINN.

FINN IS COUGHING + LOSING CONSCIOUSNESS.

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME



Page 183

Sc. 163

Pnl. A

Bg.

day night



Sc. 163

Pnl. B

Bg.

day night



Dialog:

COUGH! HAK?
GOW!

Action:

F COUGHS FROM
SMOKE,

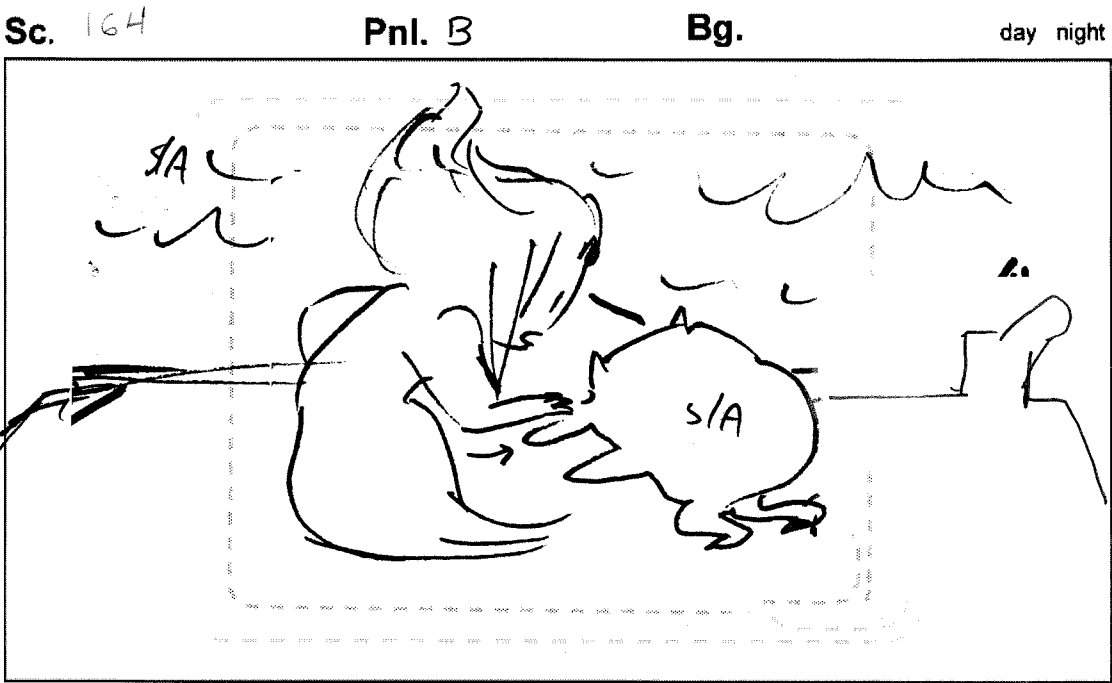
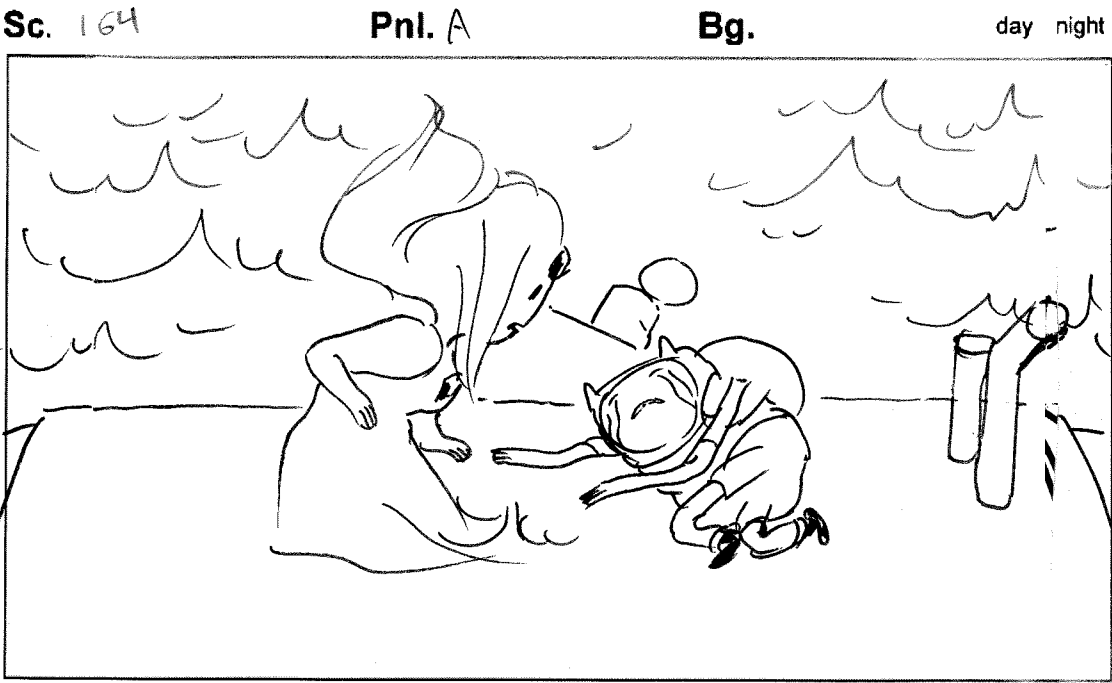
- F PASSES OUT

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



Dialog:
Action: FP STARES AT UNCONSCIOUS F FP REACHES OUT TO TOUCH F'S TEARS
Timing:

ADVENTURE TIME



Sc. 165

A

Bg.

day night



Sc. 165

Pnl. B

Bg.

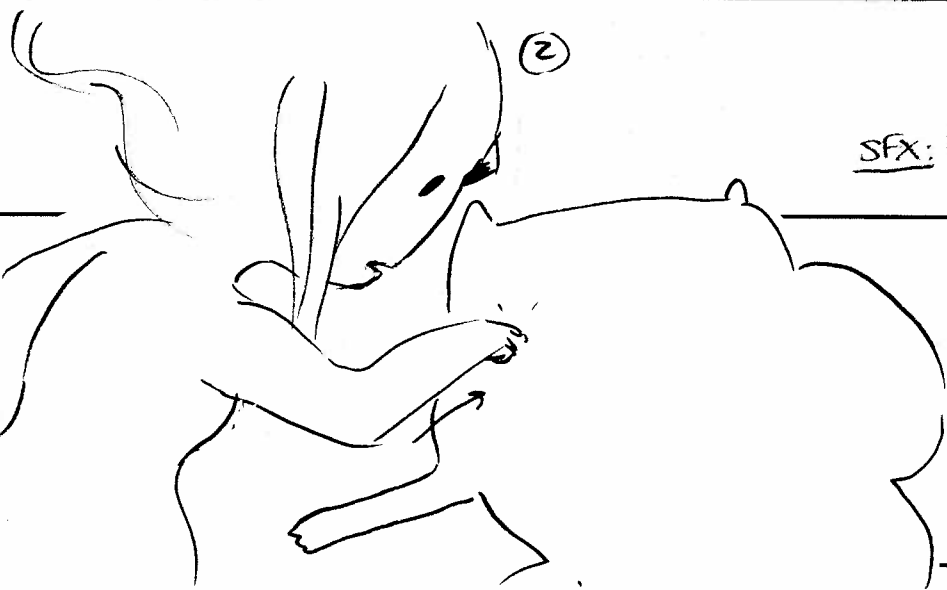
day night



Dialog:

Action: -FP SLOWLY + CAREFULLY TOUCHES F'S TEAR ON HIS CHEEK

Timing:



SFX: *FSSSST*

- F. FLINCHES IN HIS SLEEP - STEAM RISES FROM TEAR-

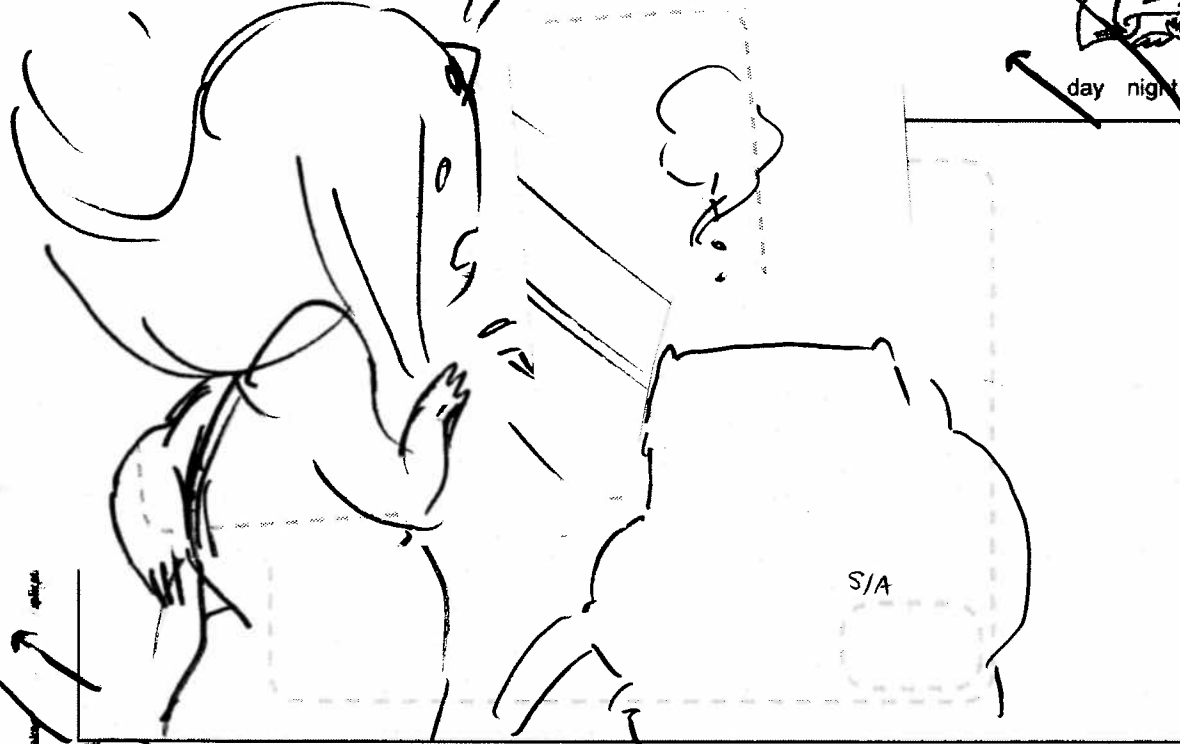
Sc. 165

Pnl. C

ADVENTURE TIME



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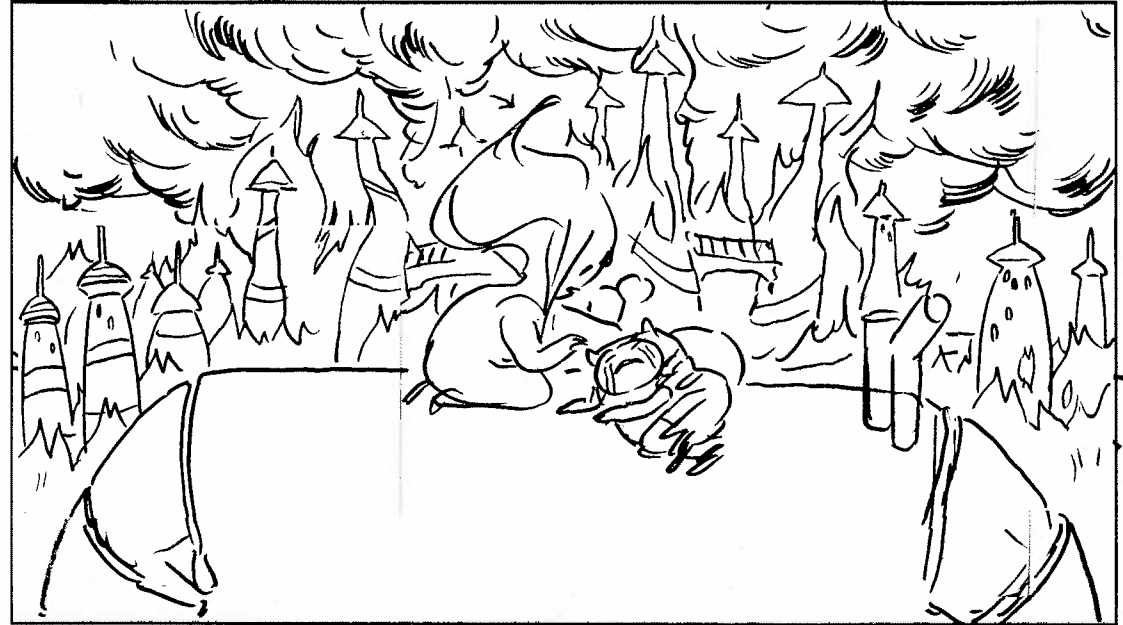


Sc. 166

Pnl. A

Bg.

day night



EPISODE # 100882

Production #

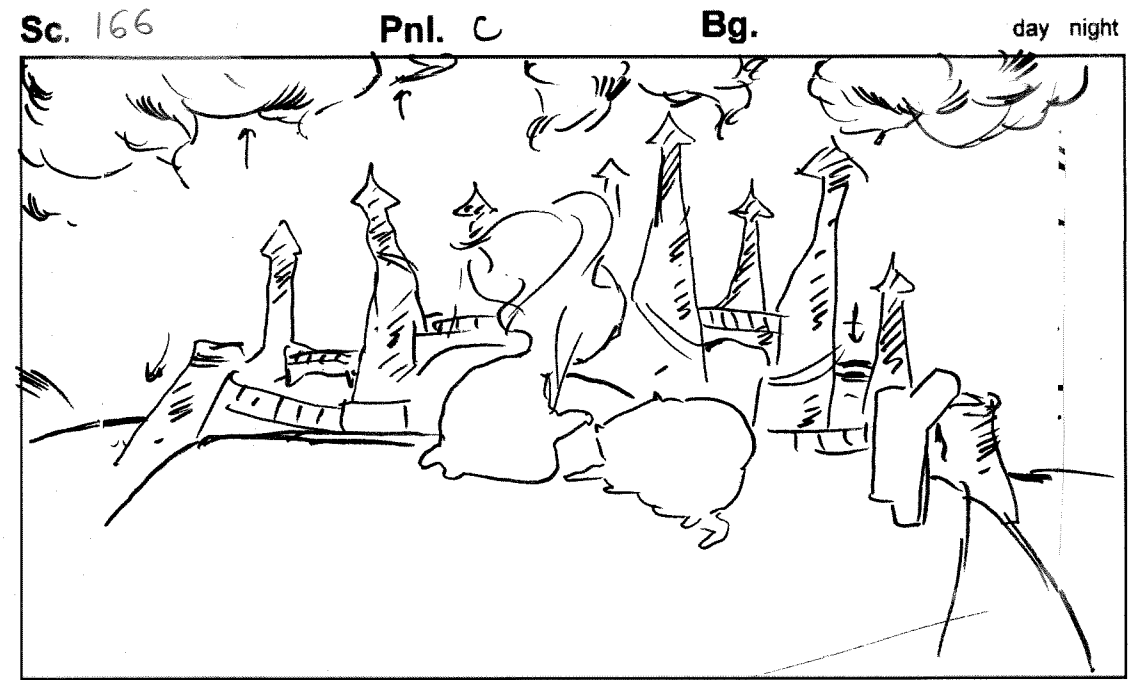
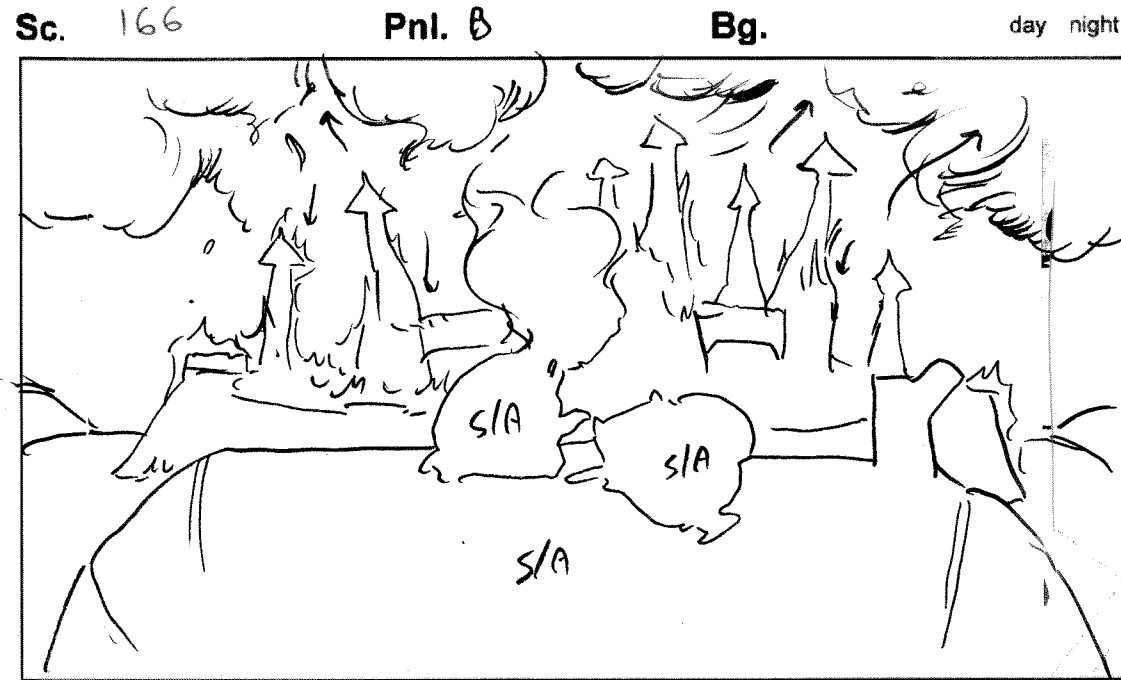
Production :

<p>START</p> <p>Dialog:</p>	
<p>Action:</p> <ul style="list-style-type: none"> - F.P. JUMPS BACK IN SHOCK. - ADJ. W/ ACTION. 	<ul style="list-style-type: none"> - FIRE RAGES & SMOKE BILLOWS IN BG - FP LEANS BACK IN.
<p>Timing:</p>	

ADVENTURE TIME



Page 187



Dialog:

Action:

- SMOKE LIFTING, FIRE BURNING ITSELF OUT.

- FIRE IS GONE LEAVING CHARRED BUILDINGS
- SMOKE FLOATS UP & AWAY

Timing:

EPISODE # 100882

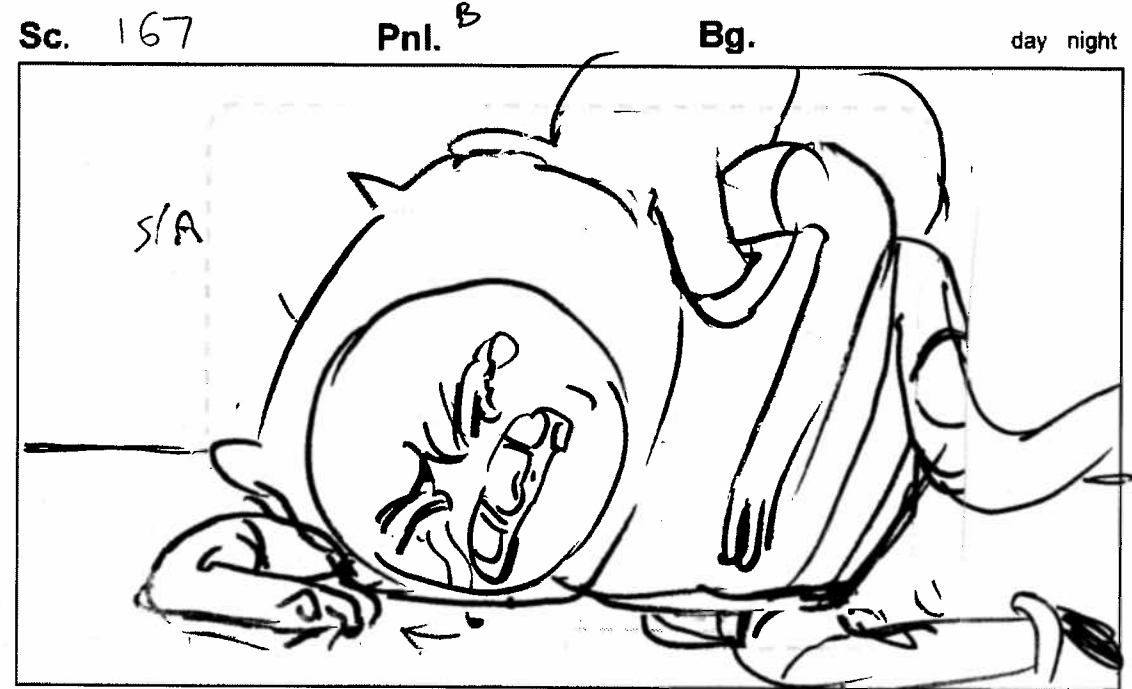
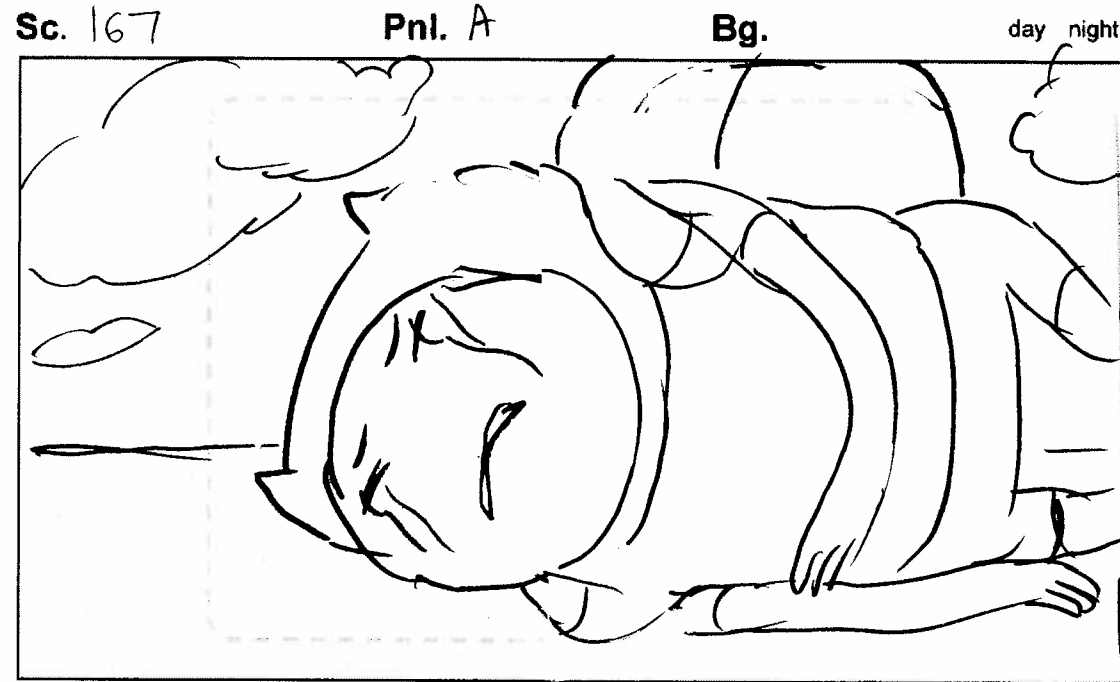
Production :

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ADVENTURE TIME



Page 188



Dialog:	
Action:	- F IS UNCONSCIOUS - COUGH WAKE F COUGHS + CLEARS LUNGS OF FIRE-SMOKE
Timing:	

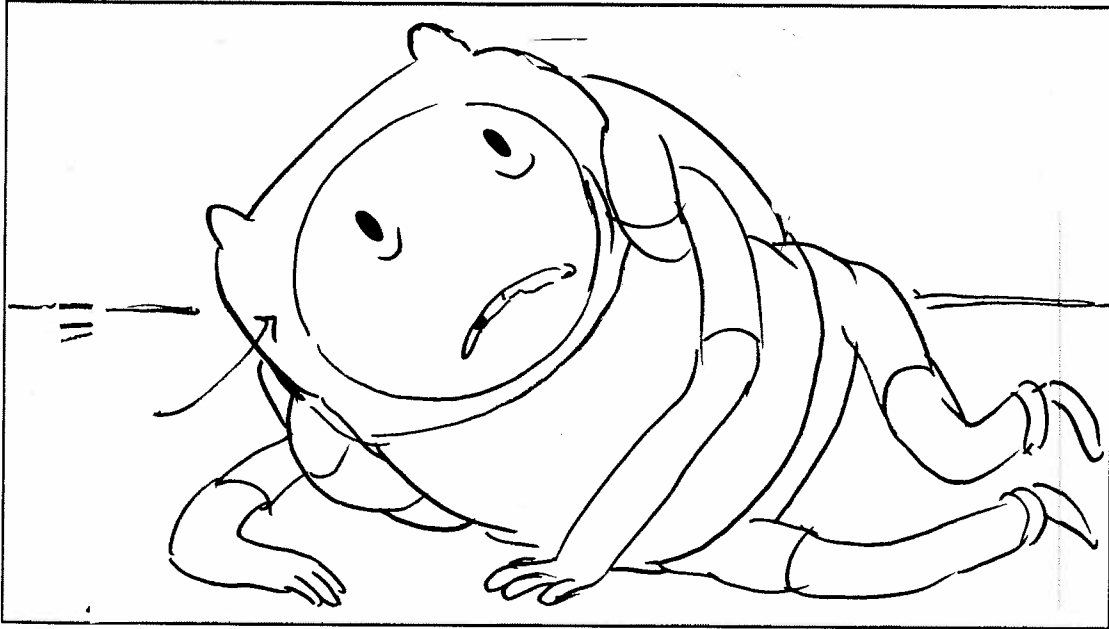
EPISODE # 100882 Production :

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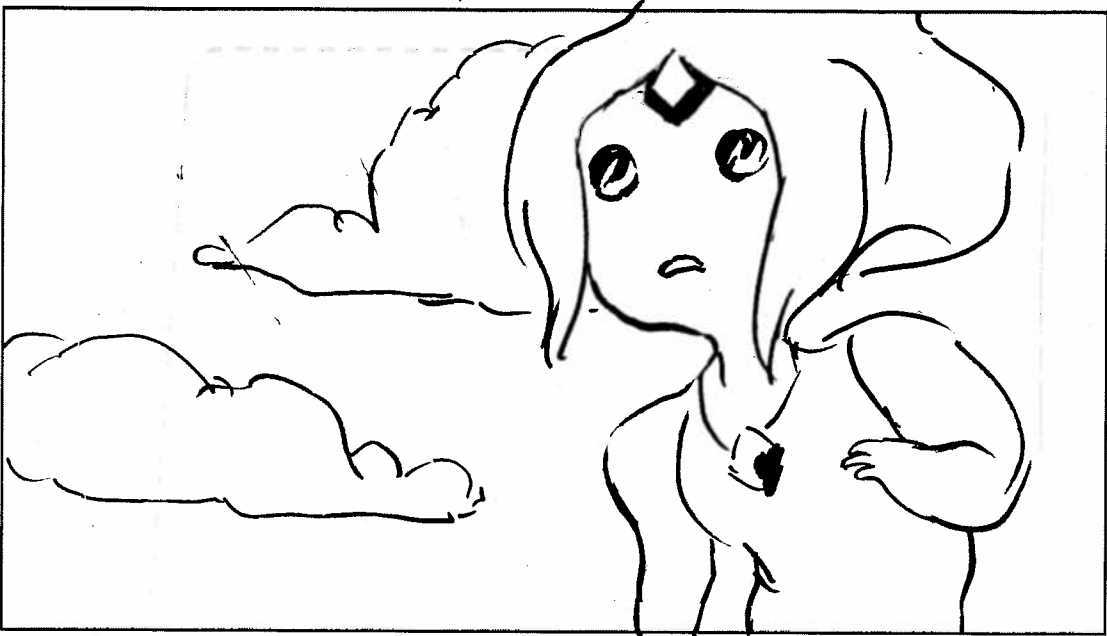
ADVENTURE TIME



Sc. 167 Pnl. C Bg. day night



Sc. 168 Pnl. A Bg. day night



Dialog:	(F) [GROGGY SOUNDS]	
Action:	- F LOOKS UP + SEES FP	FP WATCHING F
Timing:		

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Production :

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ADVENTURE TIME

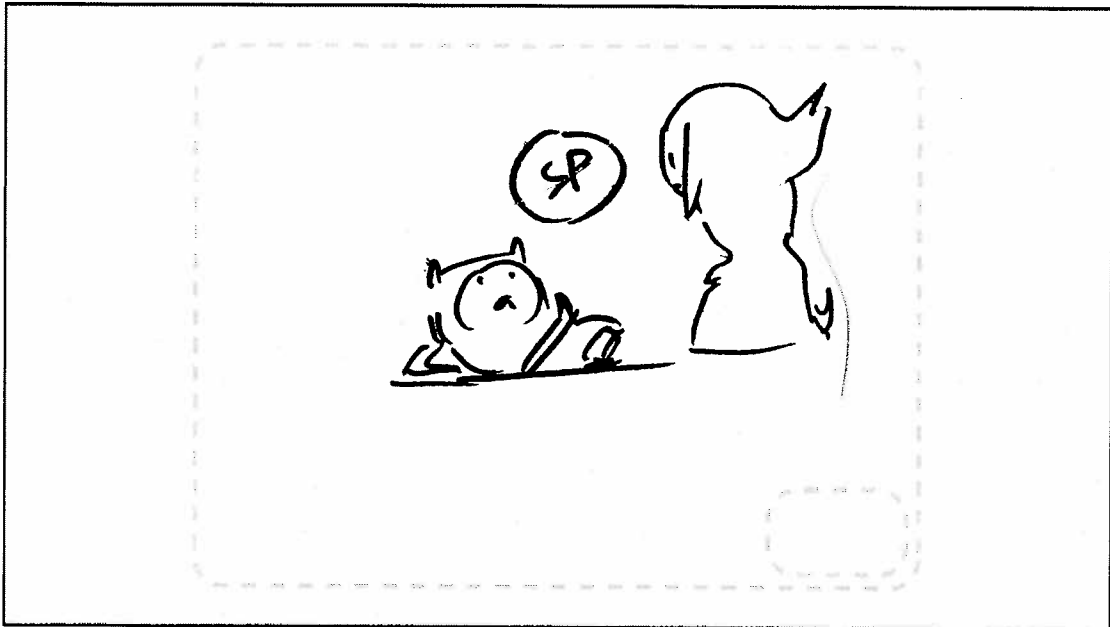


Sc. 169

Pnl. A

Bg.

day night

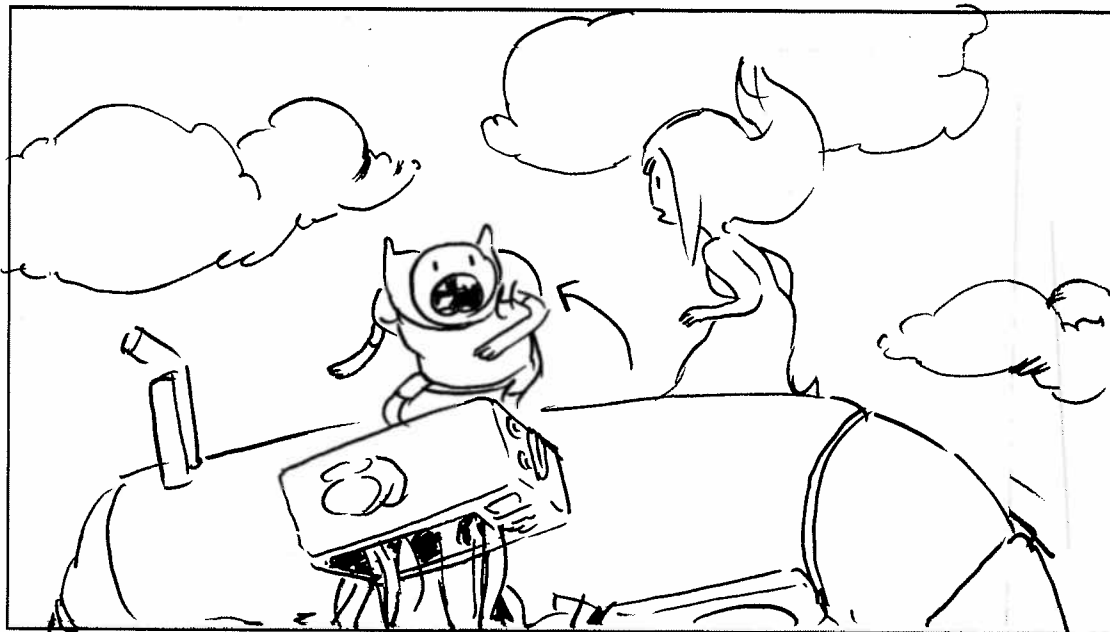


Sc. 169

Pnl. B

Bg.

day night



Dialog:

F) AH!

Action:

F HOPS UP + BACK AWAY FROM FP

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME

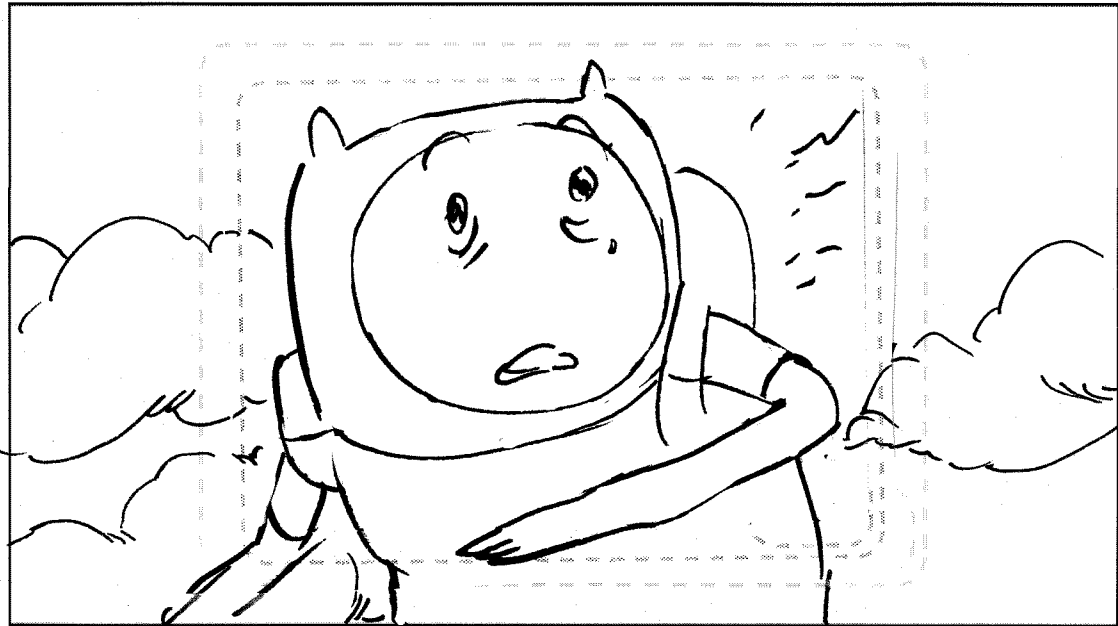


Sc. 170

Pnl. A

Bg.

day night

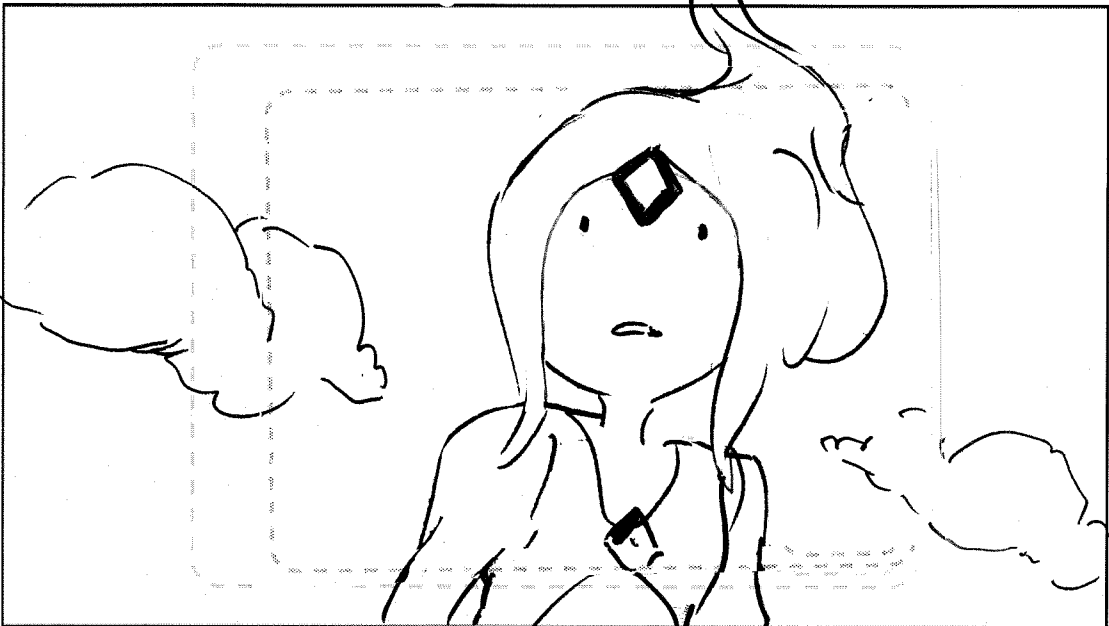


Sc. 171

Pnl. A

Bg.

day night



Dialog:

(F) (EMBARRASSED)
DID I ... DO SOMETHING
COOL WHILE I WAS KNOCKED OUT?

FP) I UNDERSTAND NOW...

Action:

Timing:

EPISODE # 100882

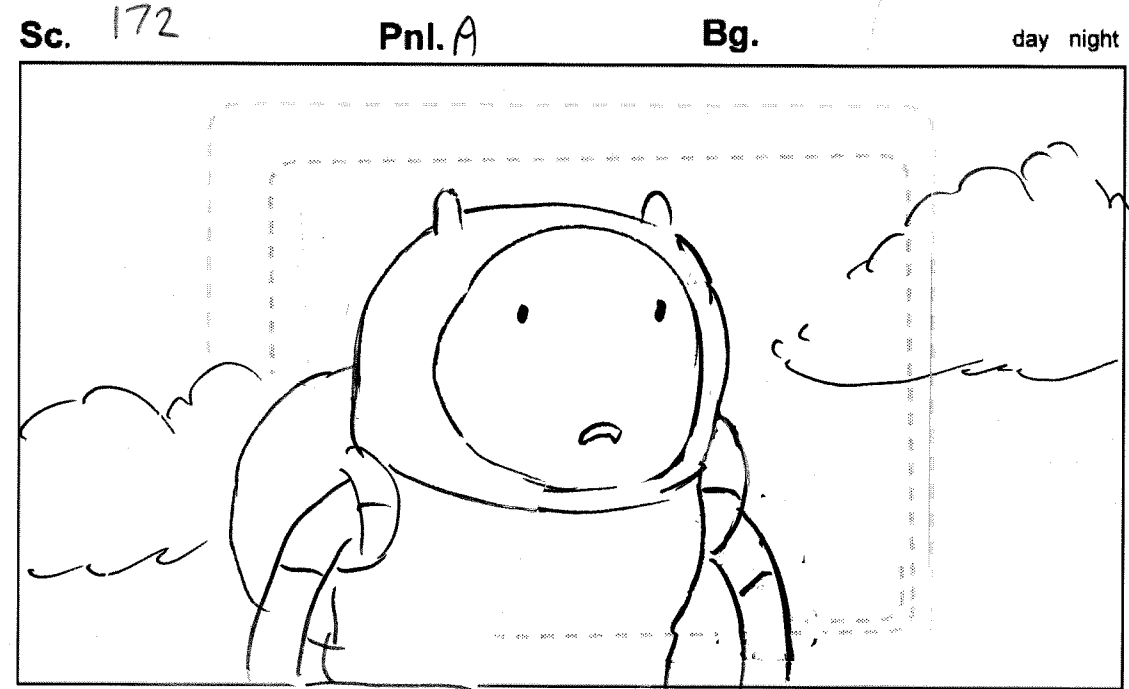
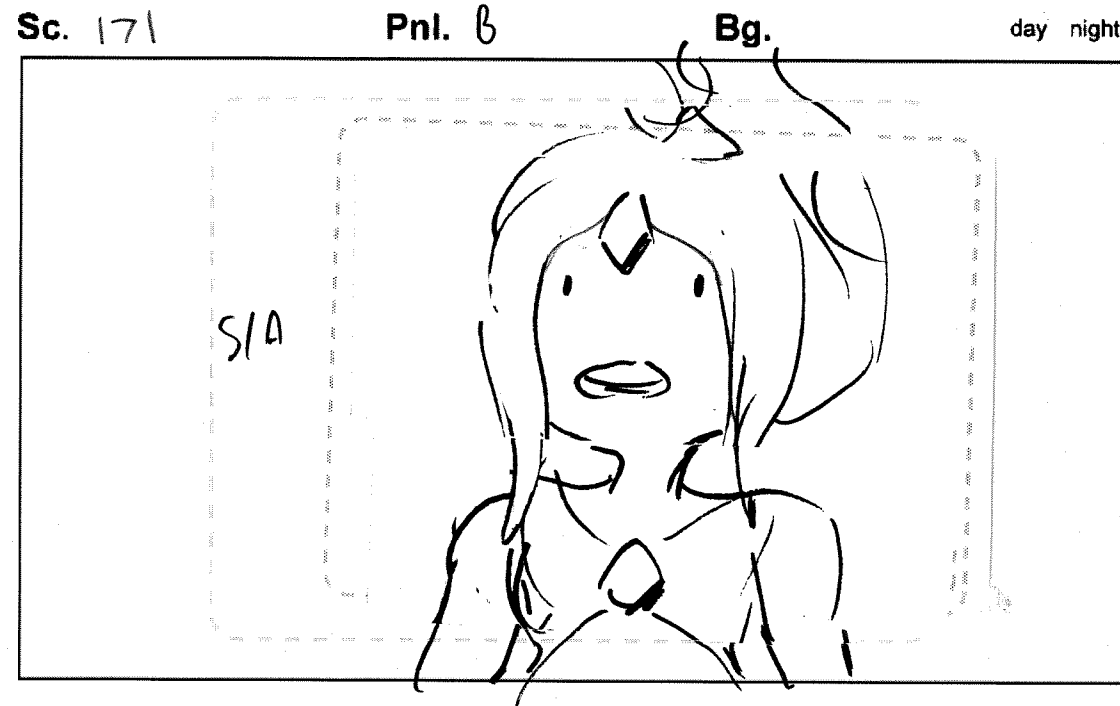
Production :

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ADVENTURE TIME



Page 192



Dialog:	FD) YOU'RE A <u>WATER</u> <u>ELEMENTAL</u> !
Action:	
Timing:	

EPISODE # 100882

Production :

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ADVENTURE TIME



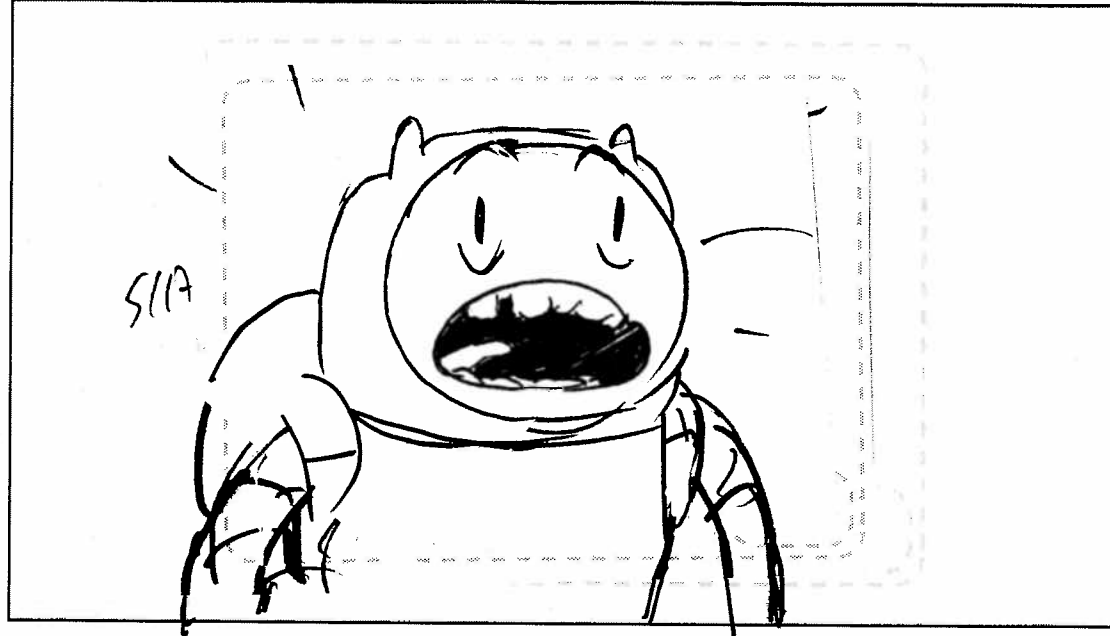
Page 193

Sc. 172

Pnl. B

Bg.

day night

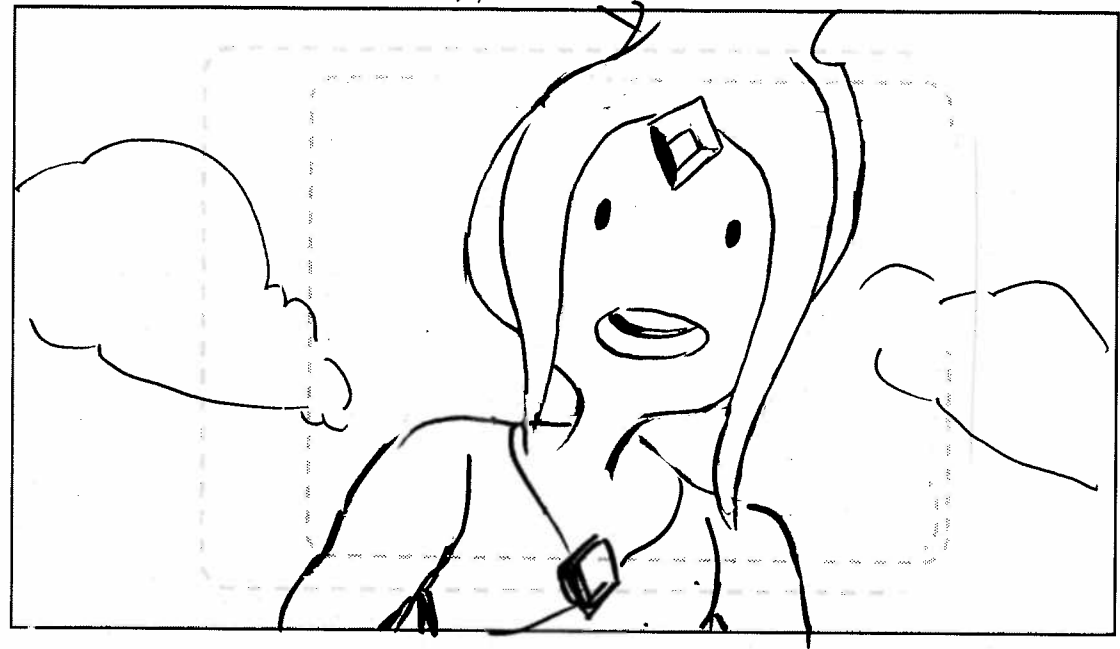


Sc. 173

Pnl. A

Bg.

day night



Dialog:

F) WHAT?!

F) YOU'RE MY OPPOSITE!

Action:

Timing:

EPISODE # 100882

Production :

ADVENTURE TIME



Page 194

Sc. 173

Pnl. B

Bg.

day night

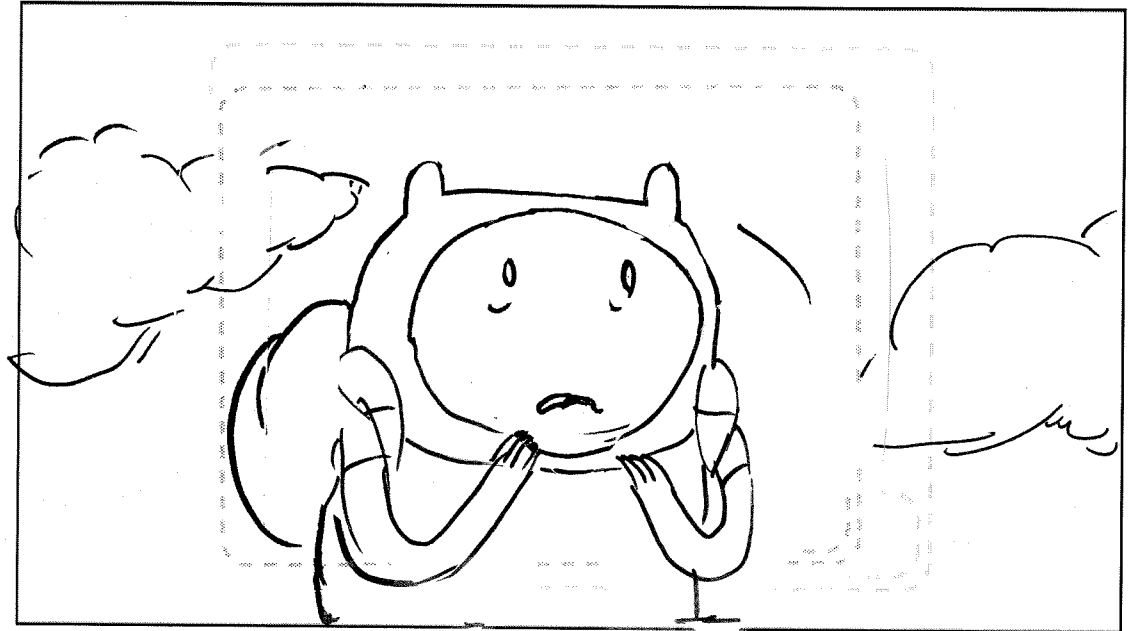


Sc. 174

Pnl. A

Bg.

day night



Dialog:

FP) YOU CREATE WATER!

(F) WHAT, CRY?
NO I -

Action:

- F.P. PANTOMIMES TEARS COMING FROM HER EYES.

Timing:

EPISODE # 100882

Production :

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ADVENTURE TIME

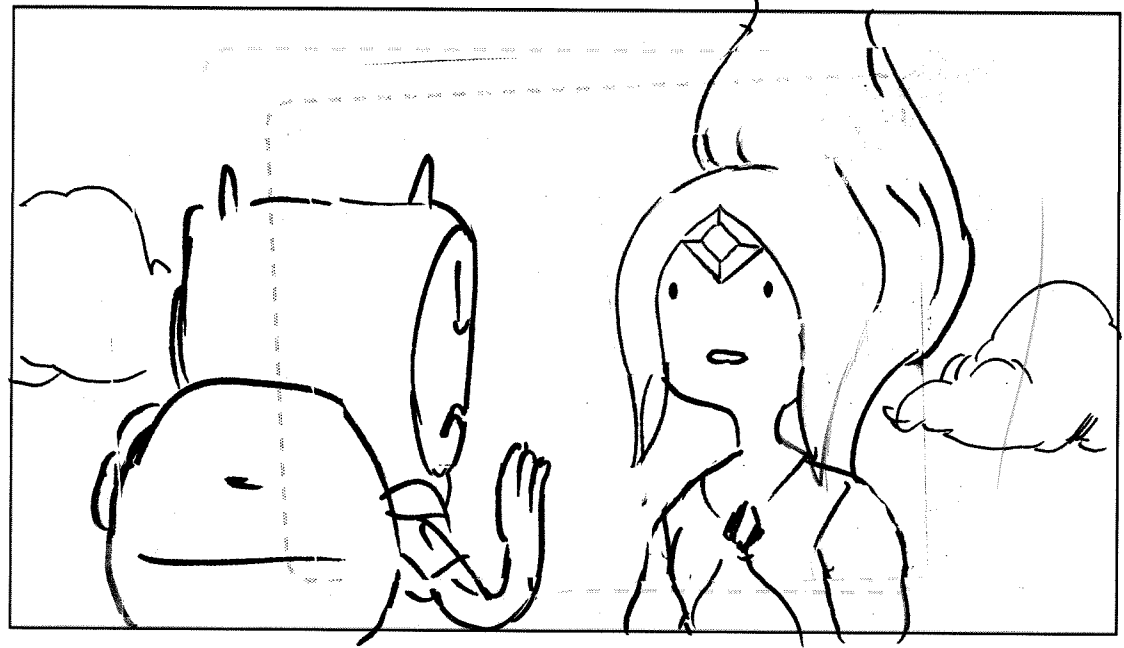


Sc. 175

Pnl. A

Bg.

day night

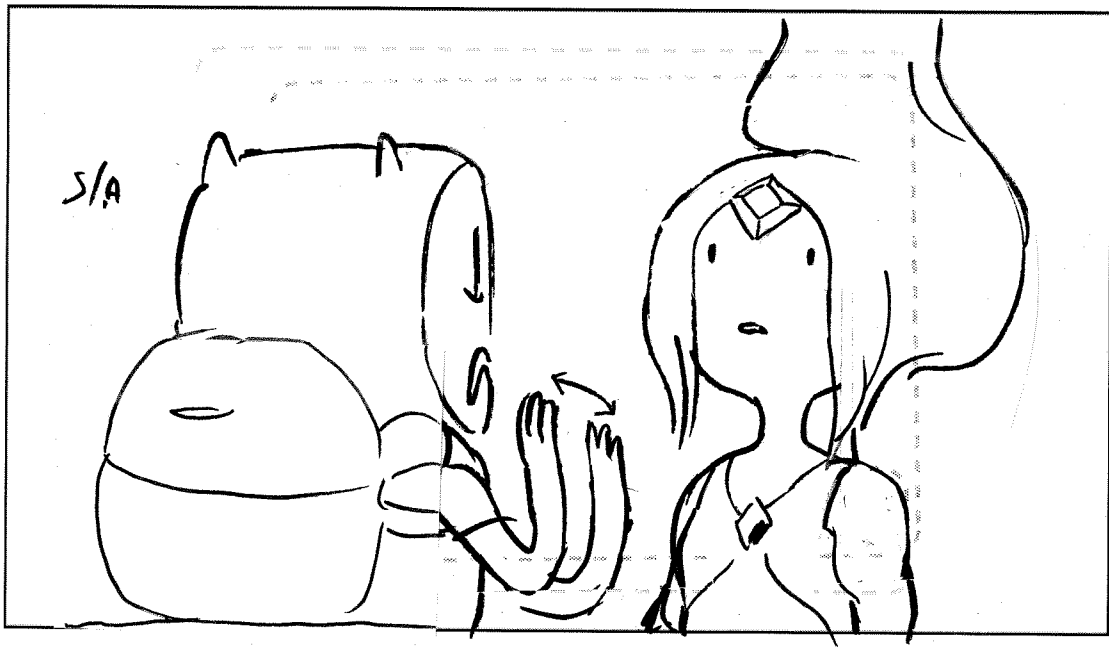


Sc. 175

Pnl. B

Bg.

day night



Dialog:	FP) YEAH, YOU CRY& CRY ALL THE TIME	F) N-NO! I DON'T USUALLY DO THAT!
Action:	-FINN WAVES HIS HAND	
Timing:		

100882

EPISODE #

Production :

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ADVENTURE TIME



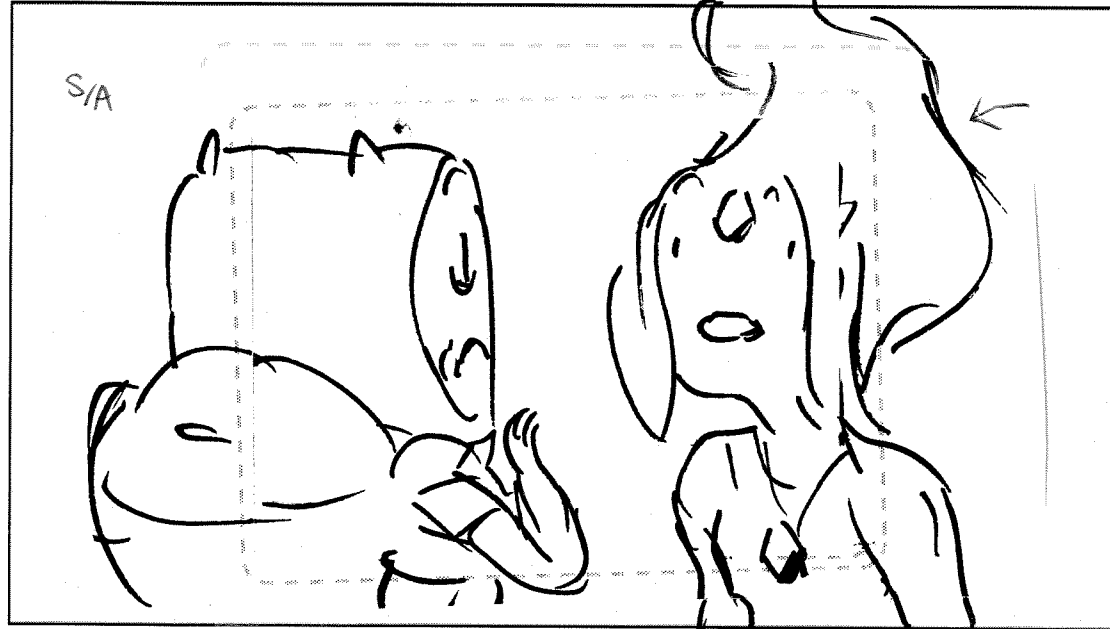
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Sc. 175

Pnl. C

Bg.

day night

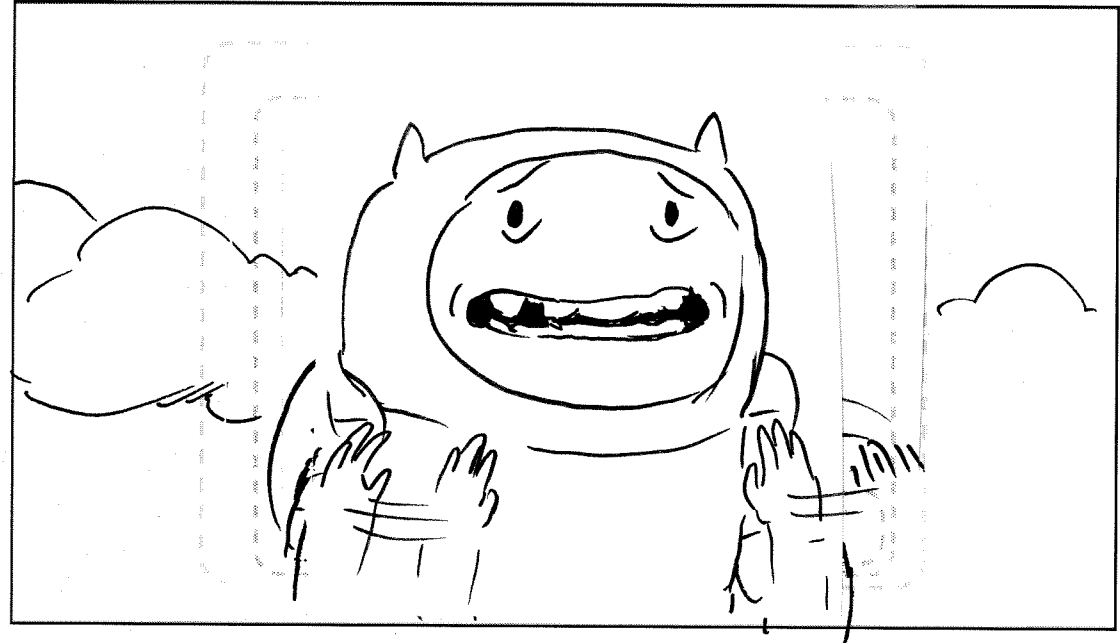


Sc. 176

Pnl. A

Bg.

day night



Dialog:

FP) THAT'S YOUR POWER!

F) NO! N-NO!

Action:

- FINN WAVES HIS HANDS DISMISSIVELY.

Timing:

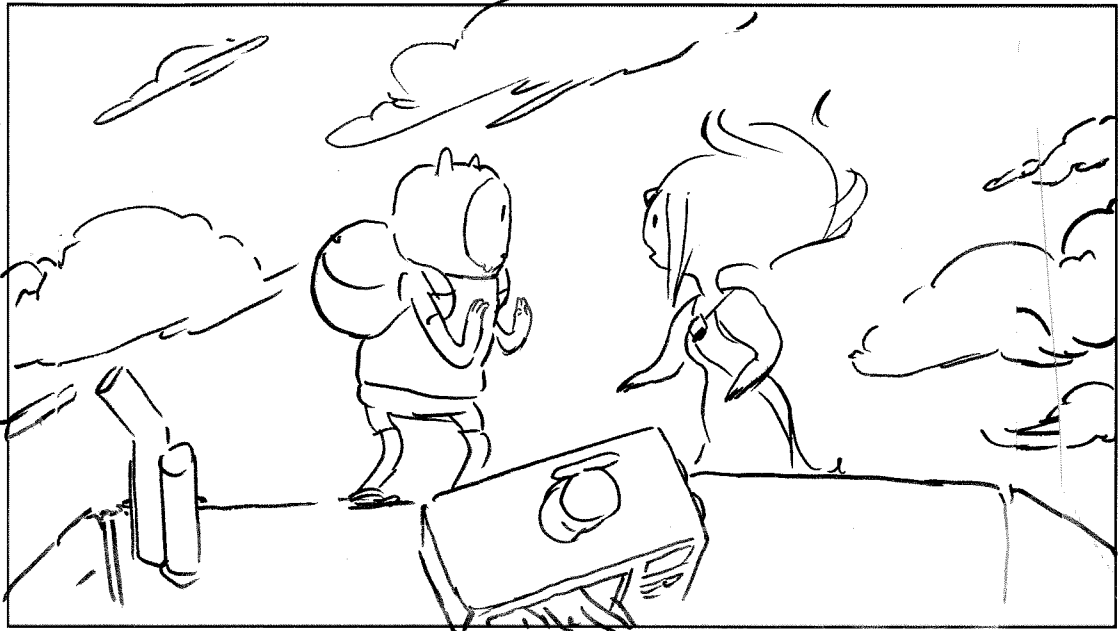
EPISODE # 100882

Production :

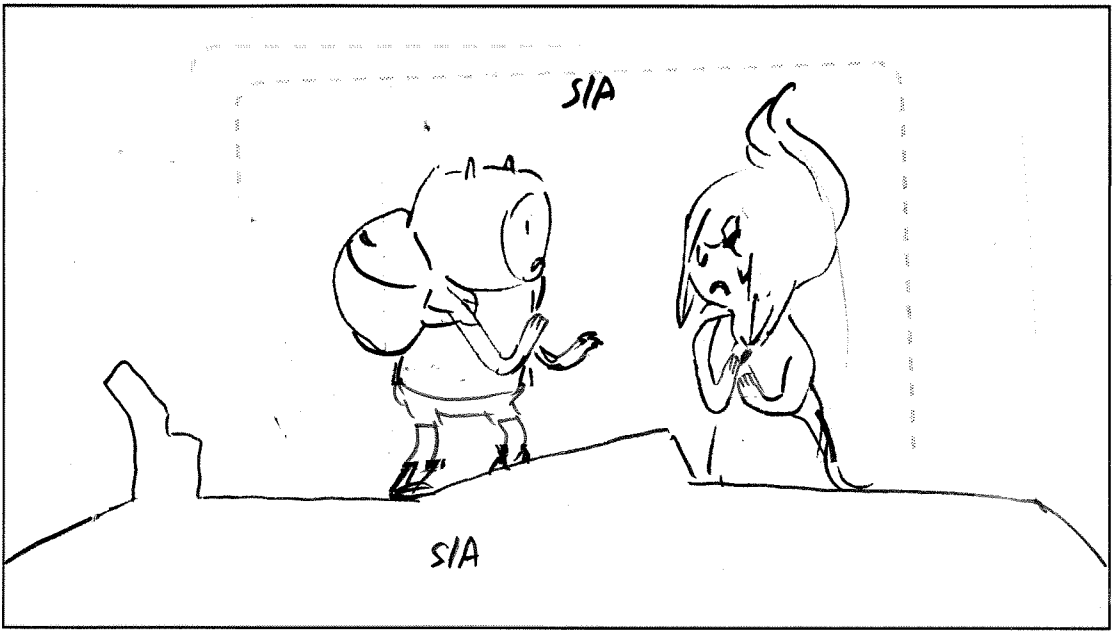
ADVENTURE TIME



Sc. 177 Pnl. A Bg. day night



Sc. 177 Pnl. B Bg. day night



Dialog:	FP) FINN, EVEN IF WE LIKE EACH OTHER	FP) WE'RE GOING TO HURT EACH OTHER.
Action:	- FP. LOOKS AWAY	
Timing:		

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Production :

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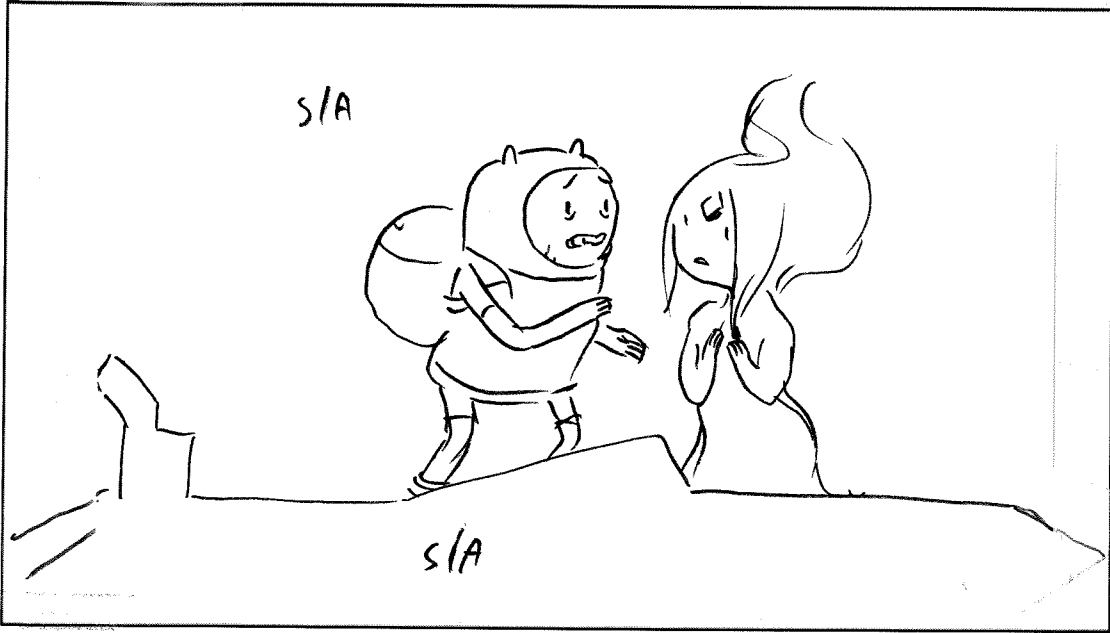


Sc. 177

Pnl. C

Bg.

day night

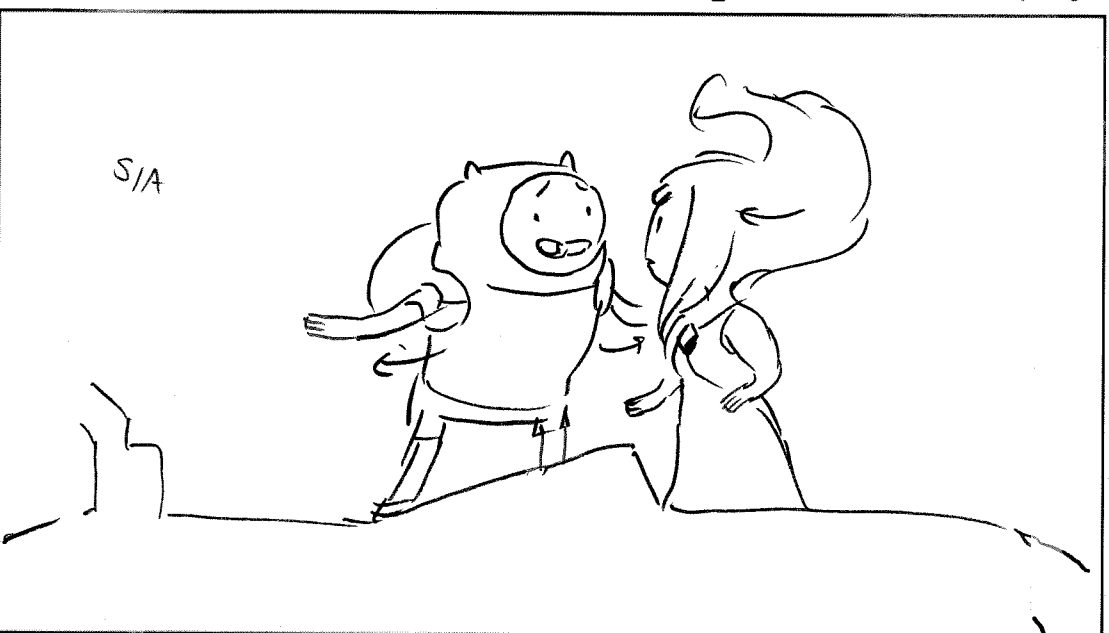


Sc. 177

Pnl. D

Bg.

day night



Dialog:

F) NO - WE DON'T HAVE TO -

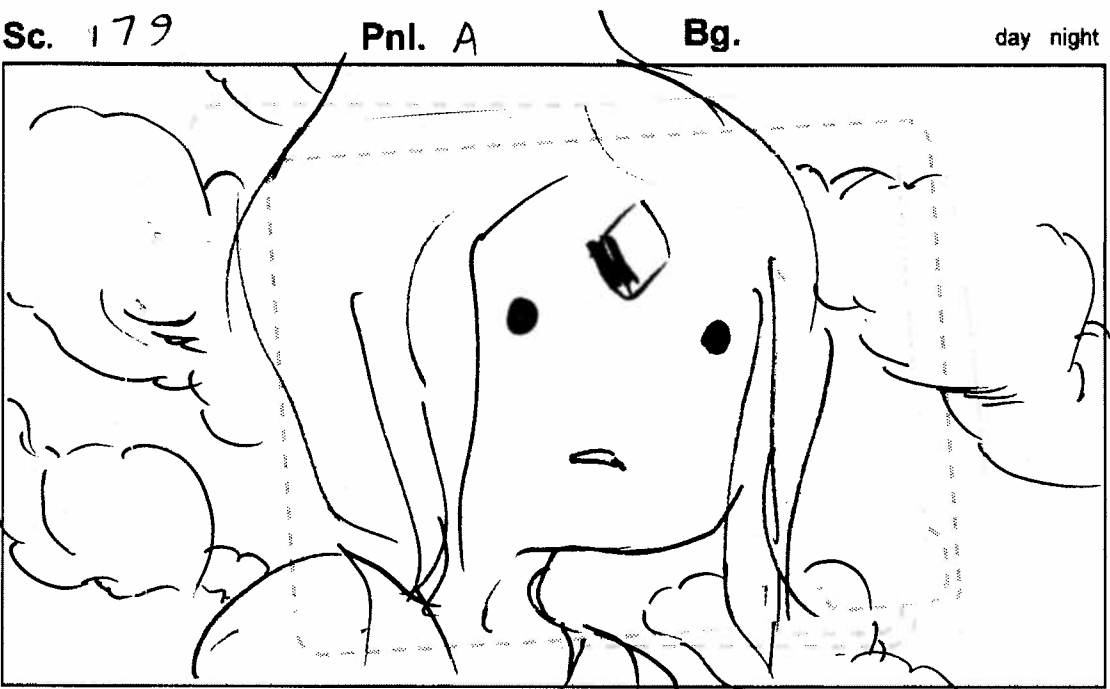
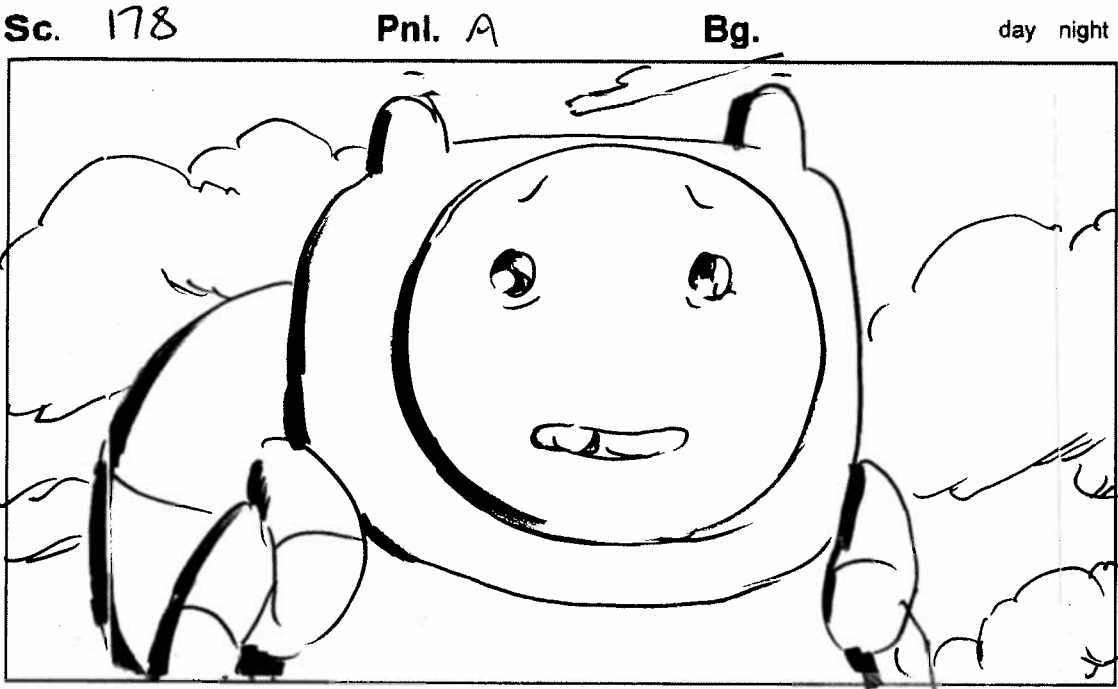
F) ~~NO~~ I CAN TAKE IT! I -
~ I MEAN...

Action:

Timing:

EPISODE # 100882
Production :

ADVENTURE TIME



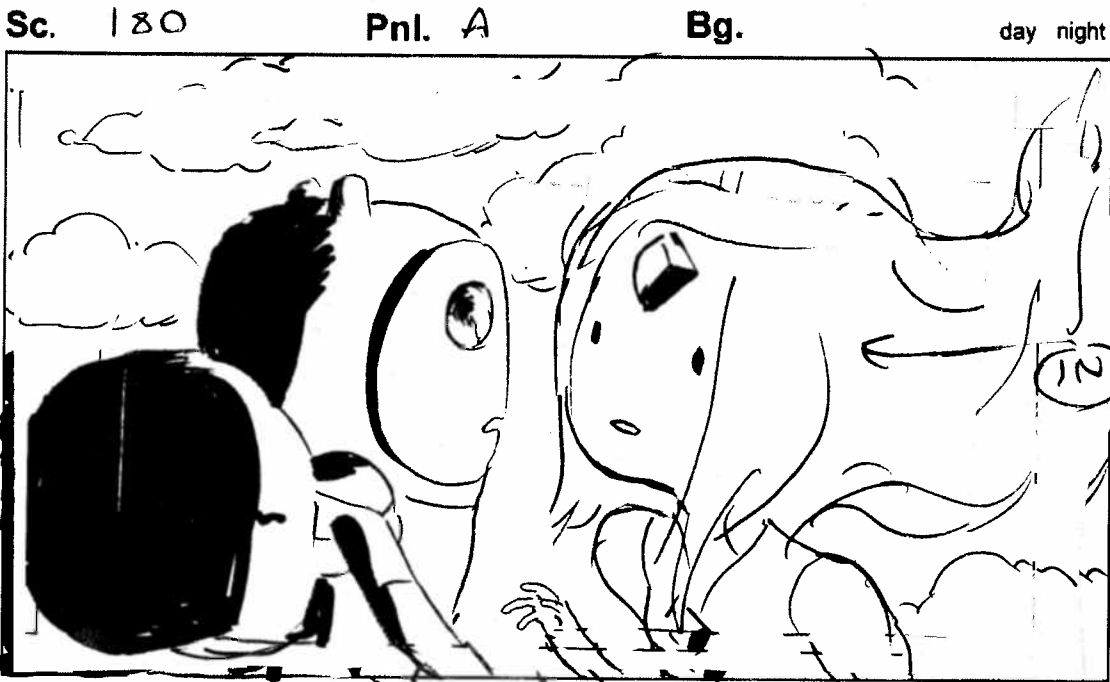
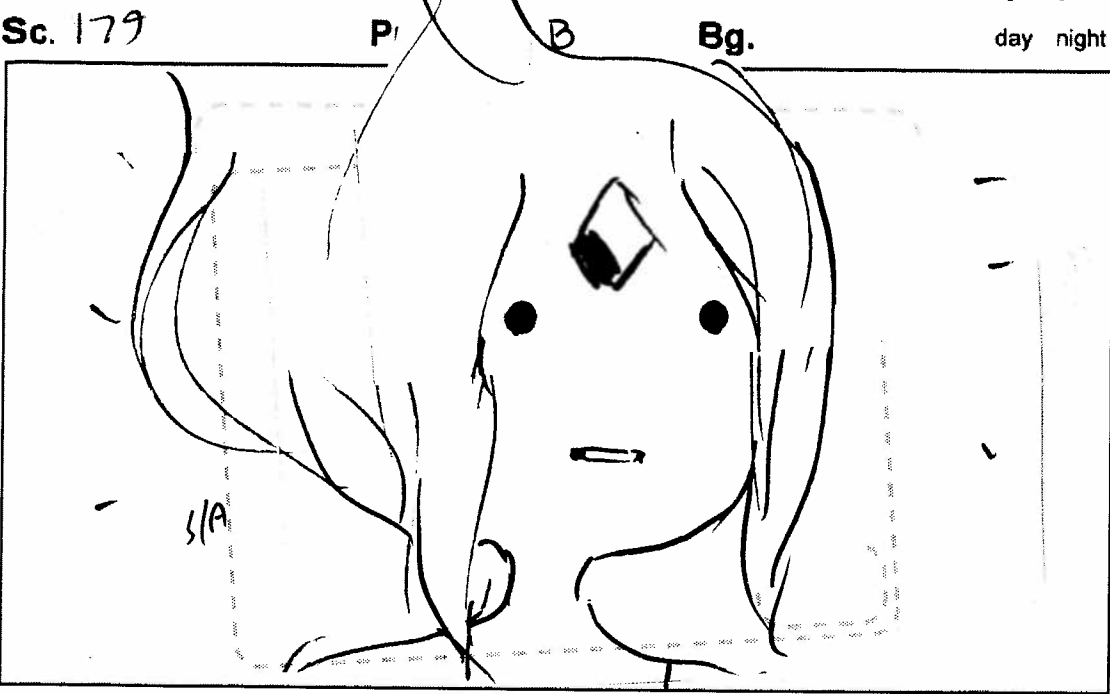
Dialog:	F) CAN'T WE TRY?	FP) ...
Action:	- FINN'S EYES GLISTEN.	
Timing:		

EPISODE # 100882

Production :

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ADVENTURE TIME



Dialog:	FP) YOU WOULD DEFY NATURE FOR ME?	F) UH YEAH... WHATEVS —
Action:	FP GLOWS BRIGHTER	FP ENTERS SHOT & LEANS IN GLOWING BRIGHTLY
Timing:		

Production :
EPISODE # 100882

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ADVENTURE TIME



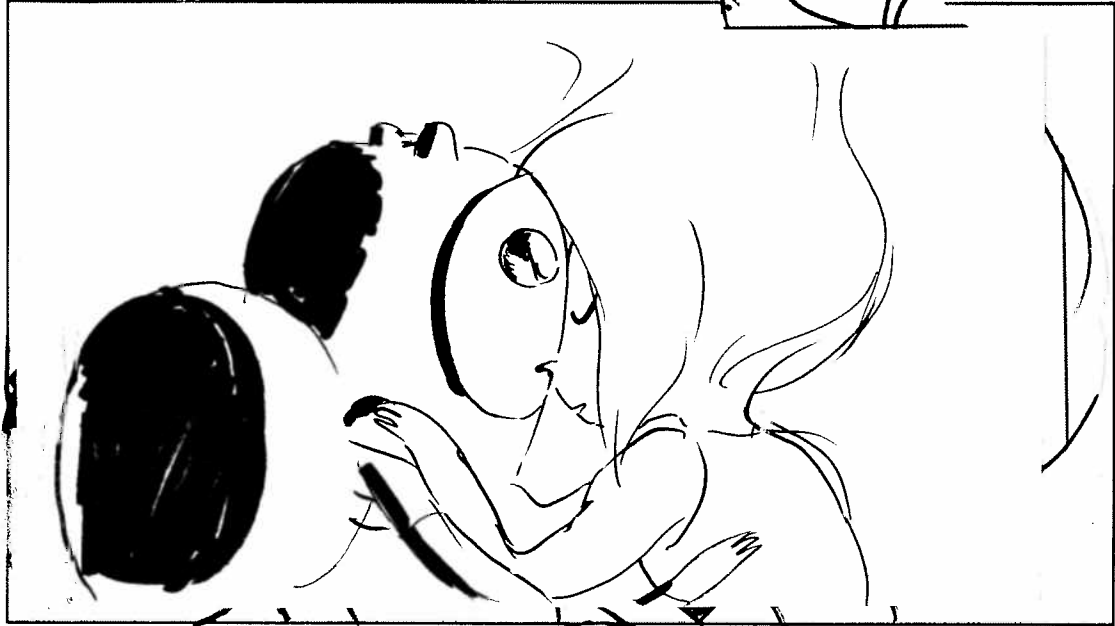
Page 201

Sc. 180

Pnl. B

B

day night

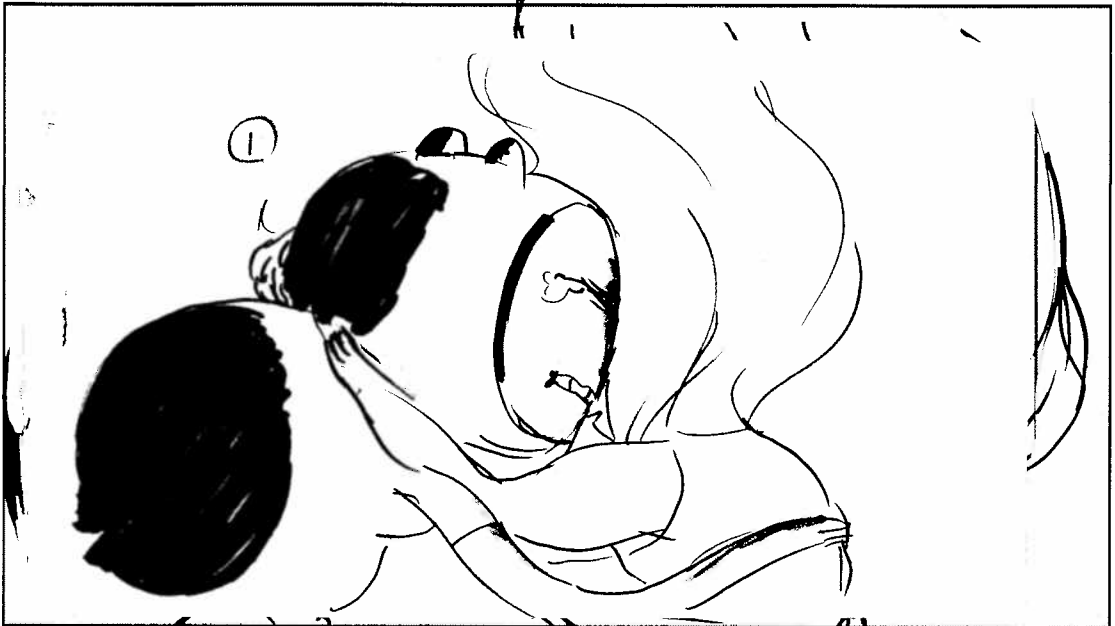


Sc. 180

Pnl. C

Bg.

day night



Dialog:

Action:

- FP HUGS FINN

Timing:



SFX:
[QUIET SIZZLING]

- FINN'S EYES WELL UP WITH TEARS
WITH TEARS (HE'S IN PAIN) THEY HOLD THIS
FOR AS LONG AS F CAN STAND

EPISODE # 100882
Production :

ADVENTURE TIME



SC. 180

Pnl. D

Page 202

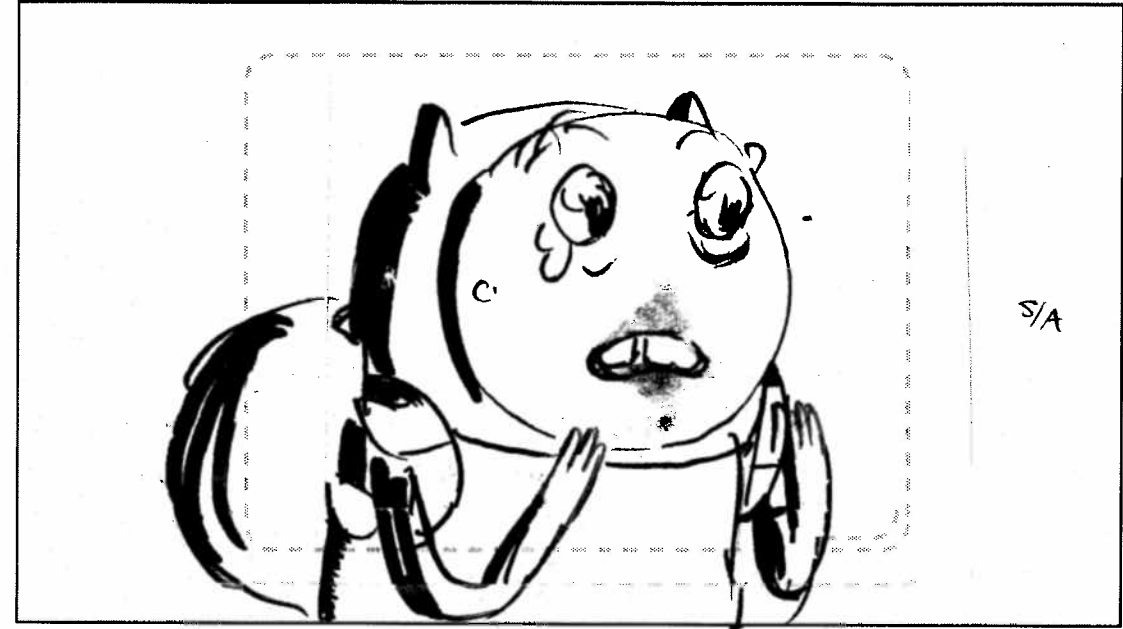
day night

Sc. 180

Pnl. E

Bg.

day night



Dialog: START

F) AH!

Action: - F PULLS AWAY - TEARDROPS FLY OUT OF HIS EYES - F PULLS BACK OUT OF THE SHOT
- ADJ. W/ FINN

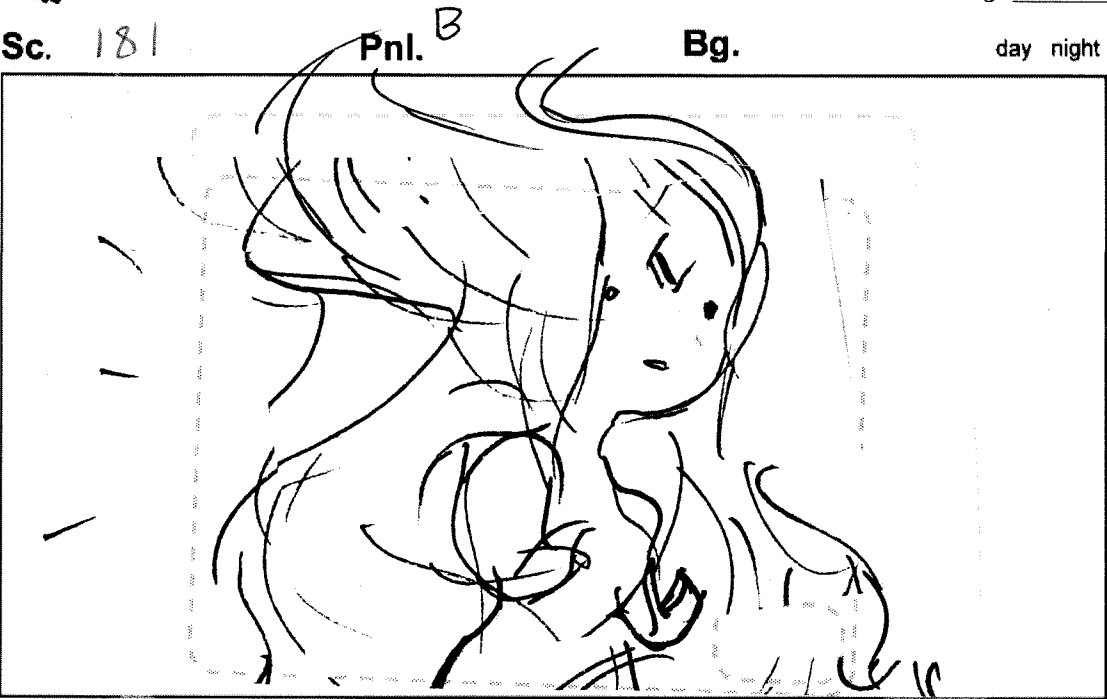
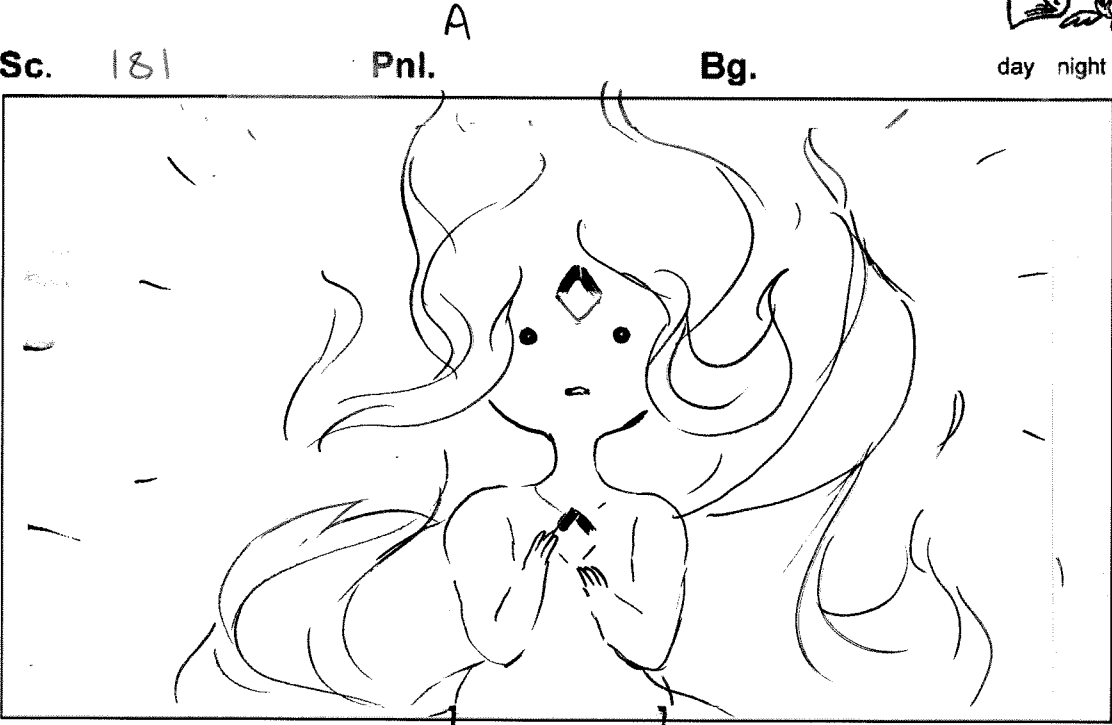
F'S MOUTH IS BURNED & HE HAS STRAY TEARS ON HIS FACE BUT HE'S NOT UPSET- JUST STUNNED!

Timing:

EPISODE # 100882

Production :

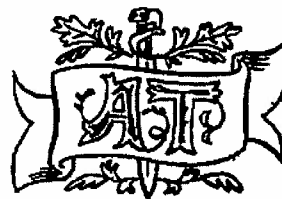
ADVENTURE TIME



Dialog:		
Action:		FP) BYE FINN.
Timing:		- FP TURNS TO LEAVE,

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ADVENTURE TIME



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Bg.

day night



Dialog:

Action: - FP FLOWS OFF/S

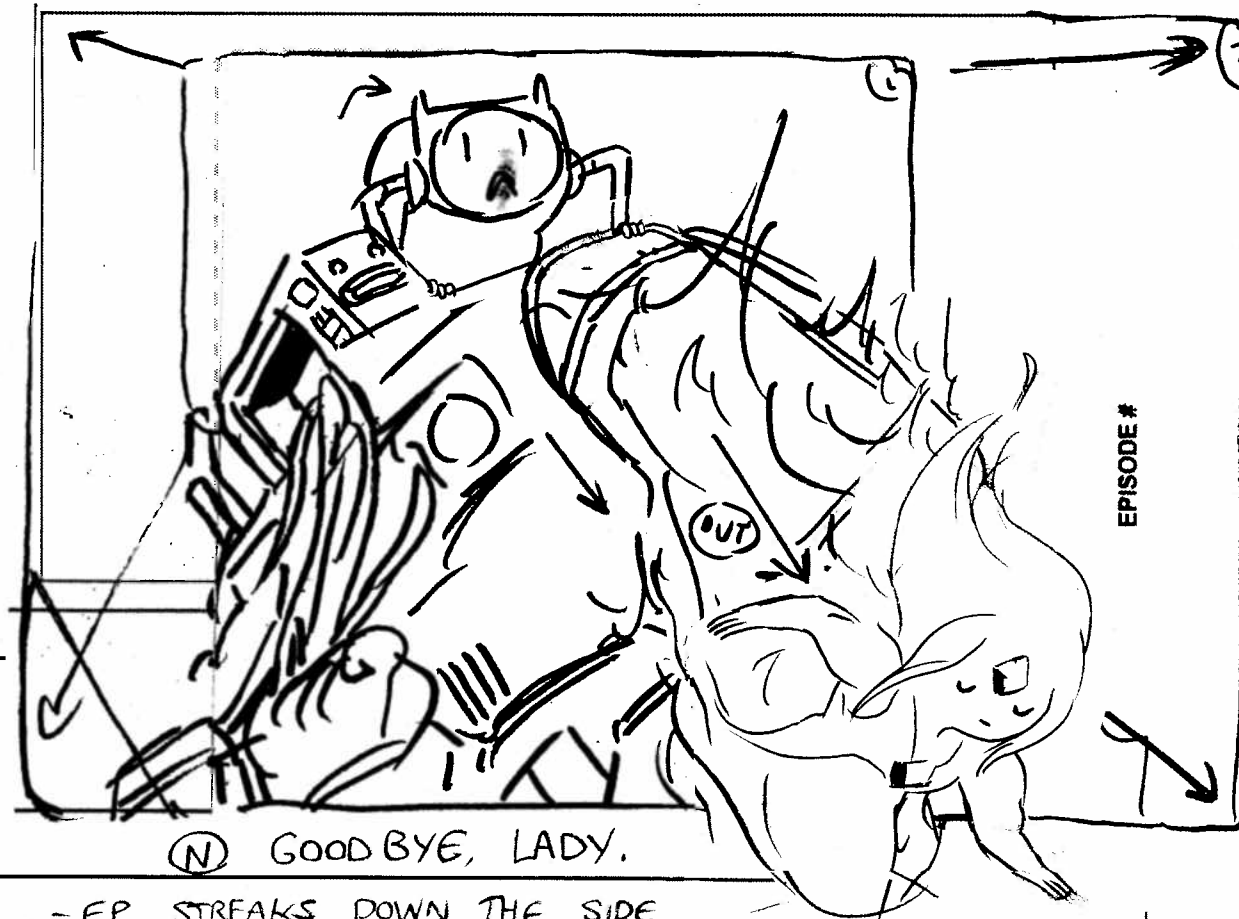
Timing:

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① GOOD BYE, LADY.

- FP STREAKS DOWN THE SIDE
OF THE FIRE SUIT AND OFF/S
- TRUCK OUT W/ ACTION.

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100882

ADVENTURE TIME



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day night

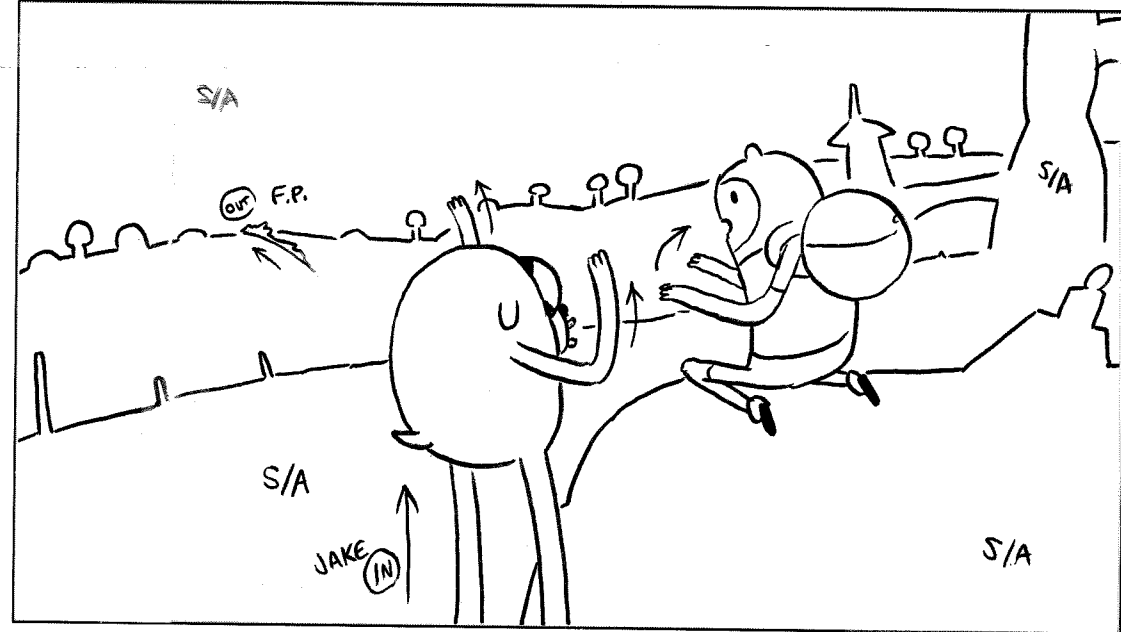


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Bg.

day night



Dialog:

① (O/S)
FINN!!

① OH MY GLOB, MAN

Action:

-EP STREAKS TOWARDS THE HORIZON.
-FINN WATCHES F.P. LEAVE.

-JAKE STRETCHES UP NEXT TO FINN.

-F.P. DISAPPEARS OVER THE HILL

Timing:

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Production :

ADVENTURE TIME



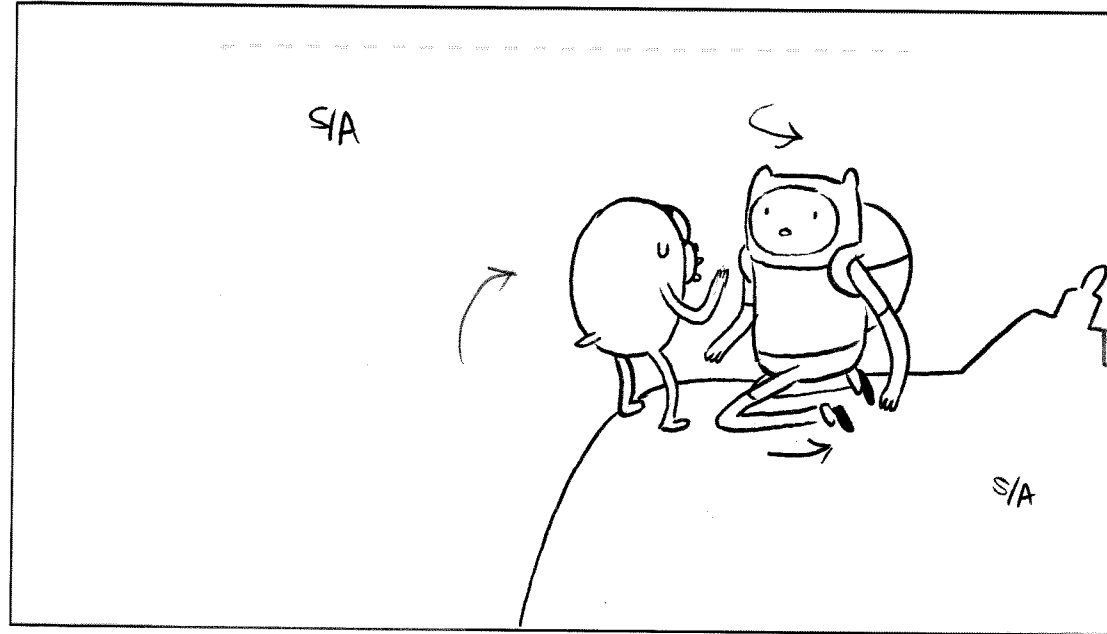
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day night

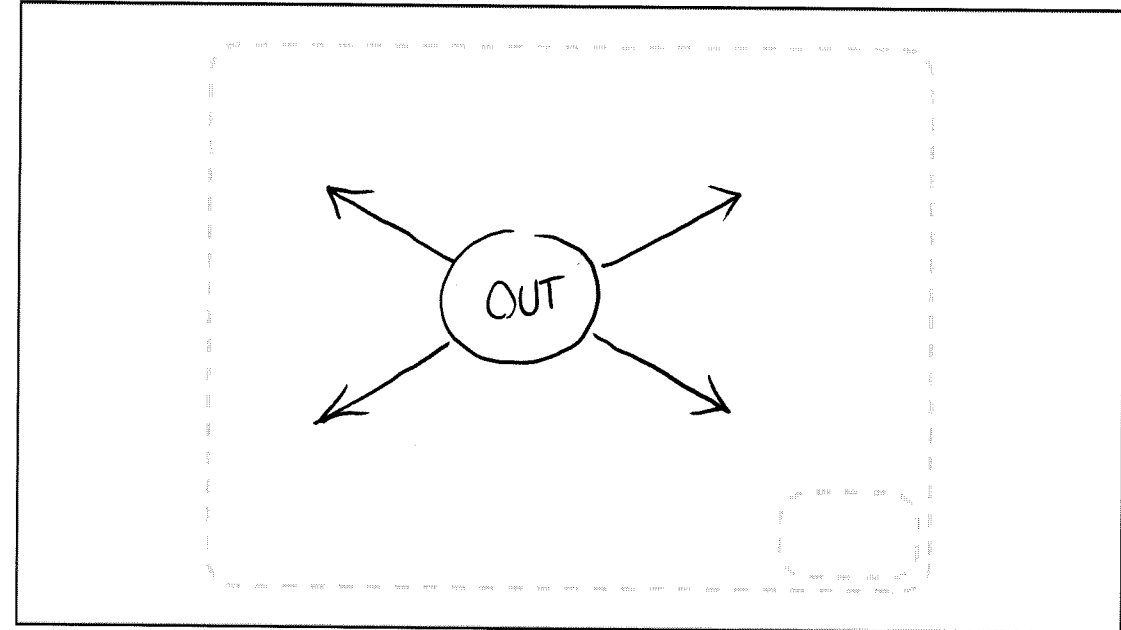


Sc.

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day night



Dialog:

① EVERYONE'S DEAD, MAN!

Action:

- JAKE JUMPS ONTO SUIT. W/ FINN

Timing:

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ADVENTURE TIME



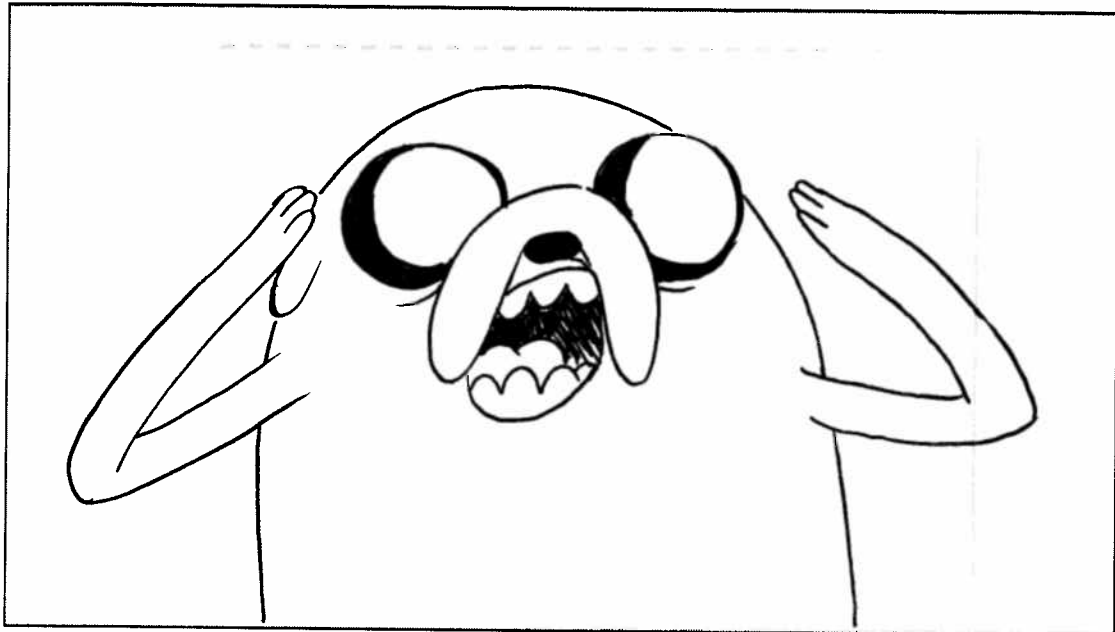
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day night

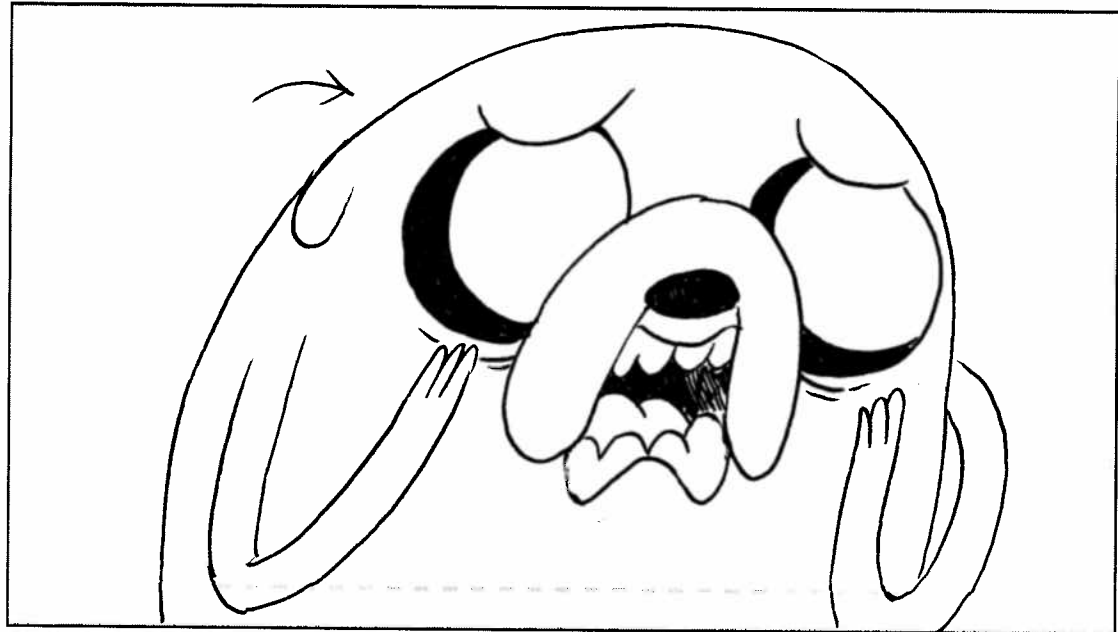


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day night



Dialog:

① THEY ALL BURNED!

① THERE'S BURNED BODIES EVERYWHERE!!

Action:

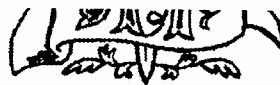
Timing:

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Production :

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ADVENTURE TIME

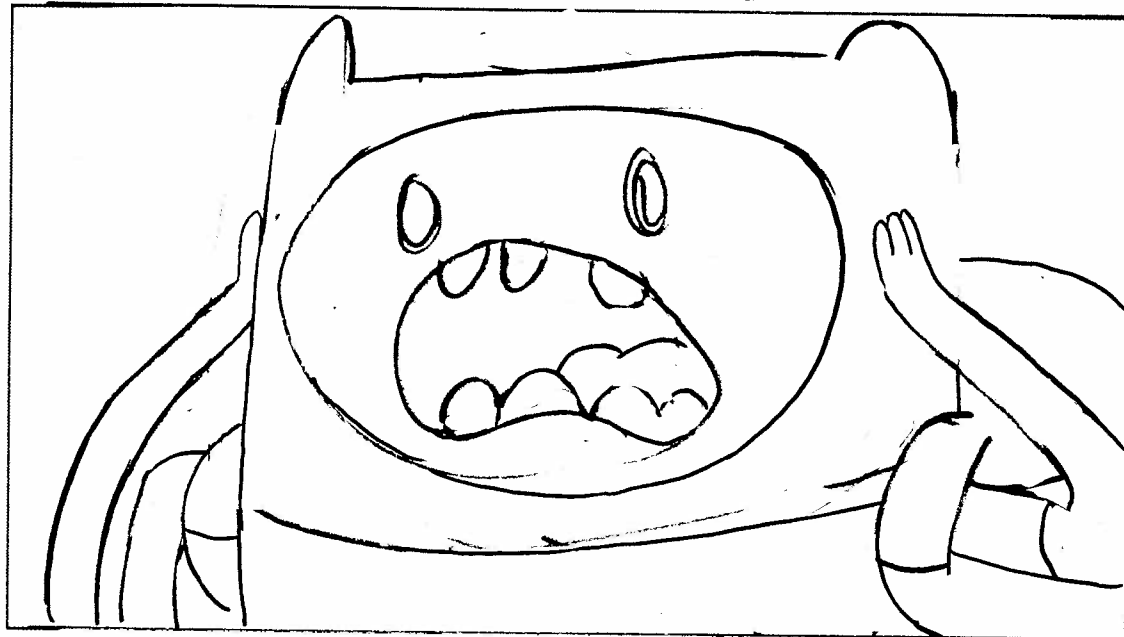


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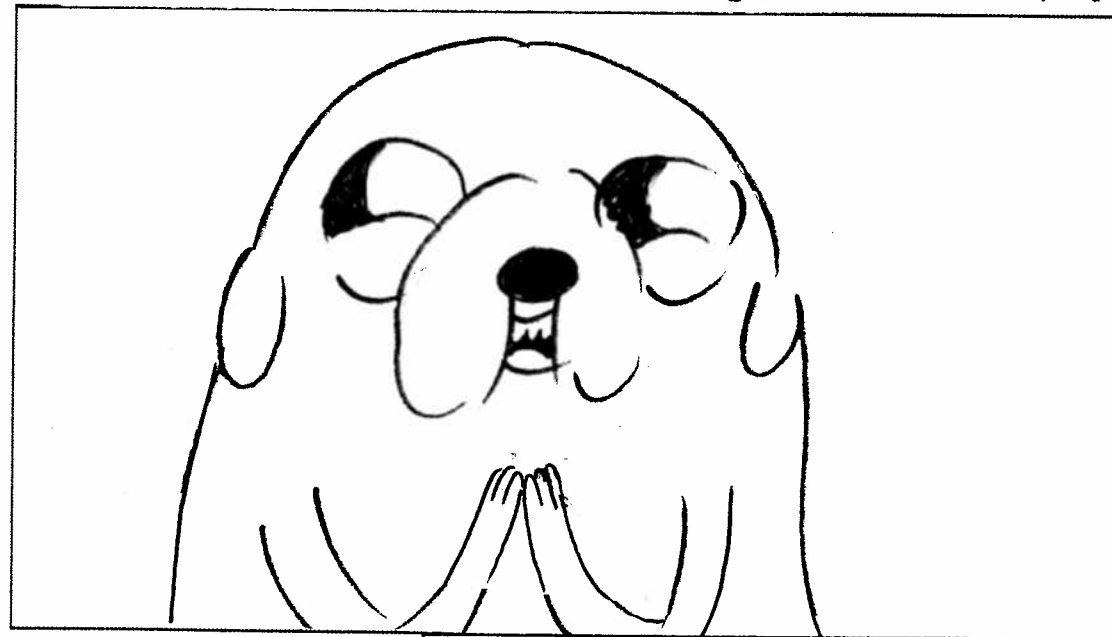


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day night



Dial

F: WHAT !?

① I'M JUST KIDDING.

Actic

Timin

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Production :

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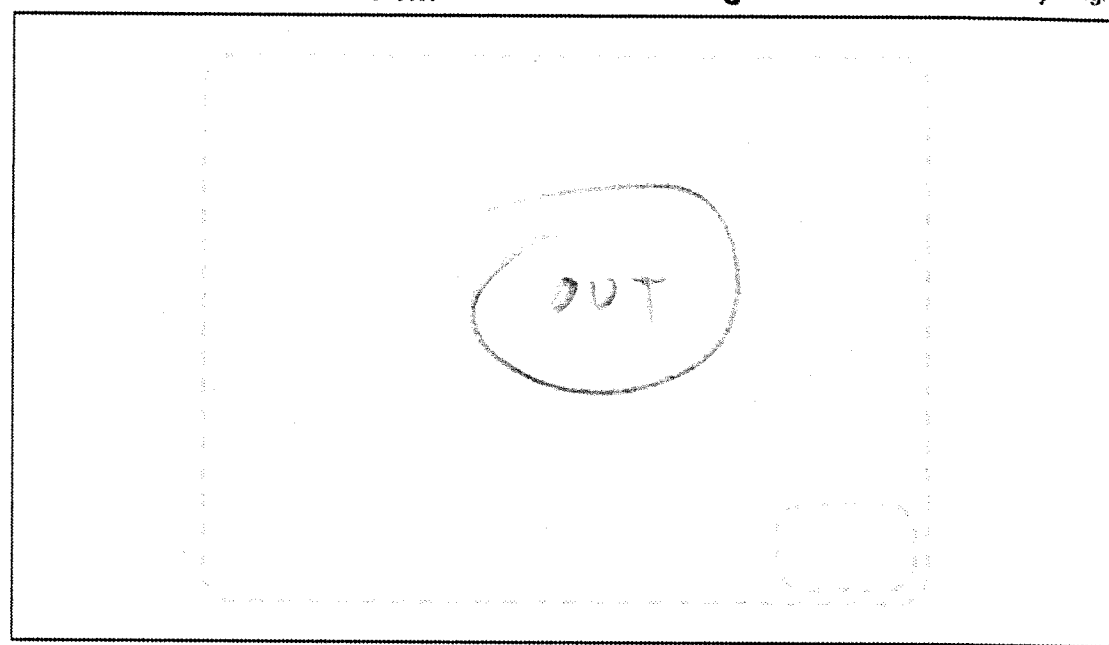
day night

Sc.

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Bg.

day night



Dialog:

① I saved em.
EVERYONE'S
FINE.

Action:

Timing

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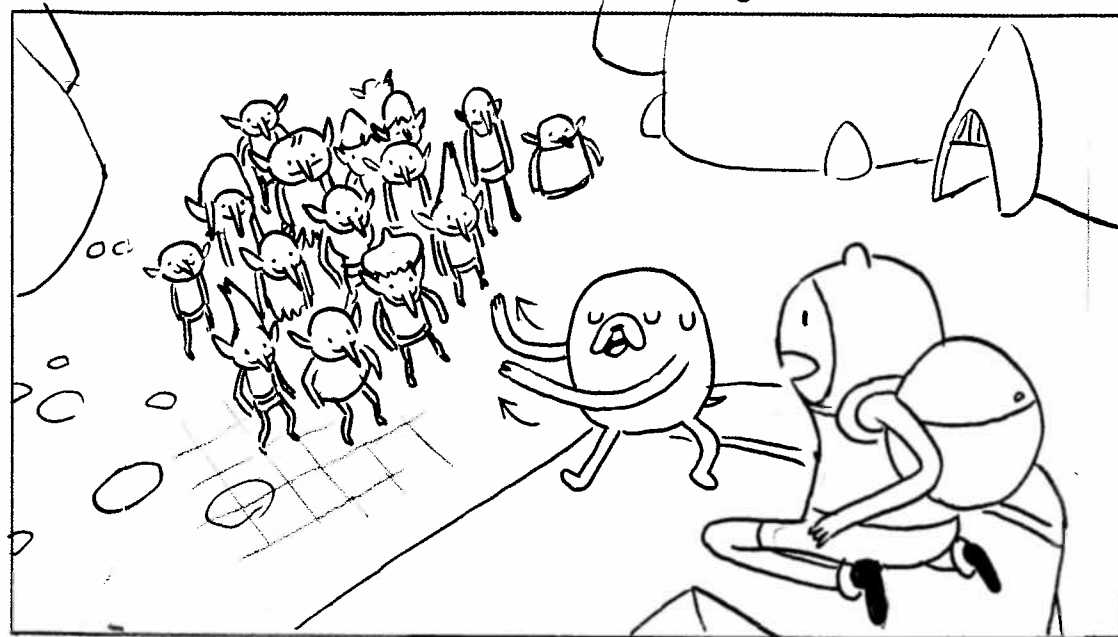
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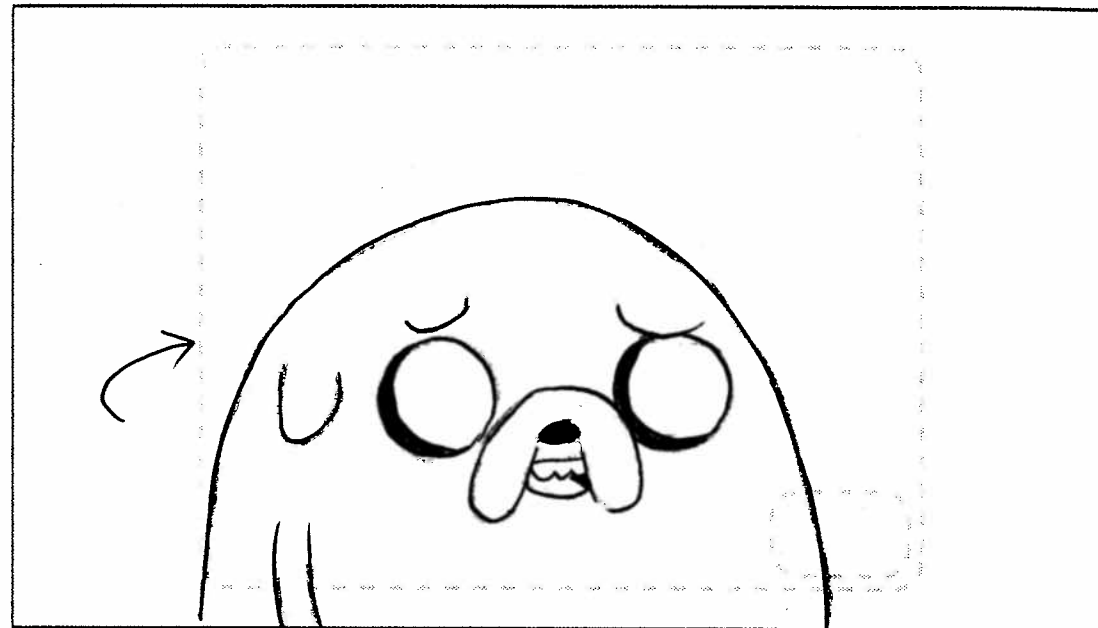


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day night



Dialog:

① See!

Action:

-JAKE GESTURES TOWARDS UNHARMED GOBLIN CROWD.

Timing:

① SO, HOW'D EVERYTHING GO
WITH FLAME PRINCESS?

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Production :

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ADVENTURE TIME



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Dialog:	F) SHE KISSED ME & THEN LEFT!
Action:	
Timing:	

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Production :

ADVENTURE TIME

S.P.

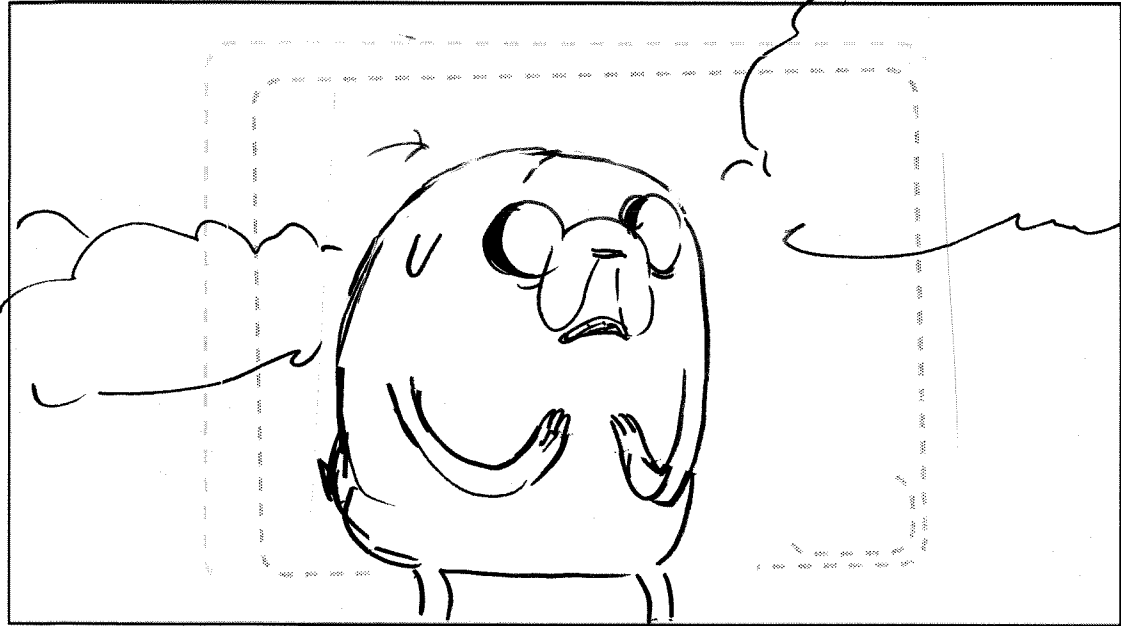


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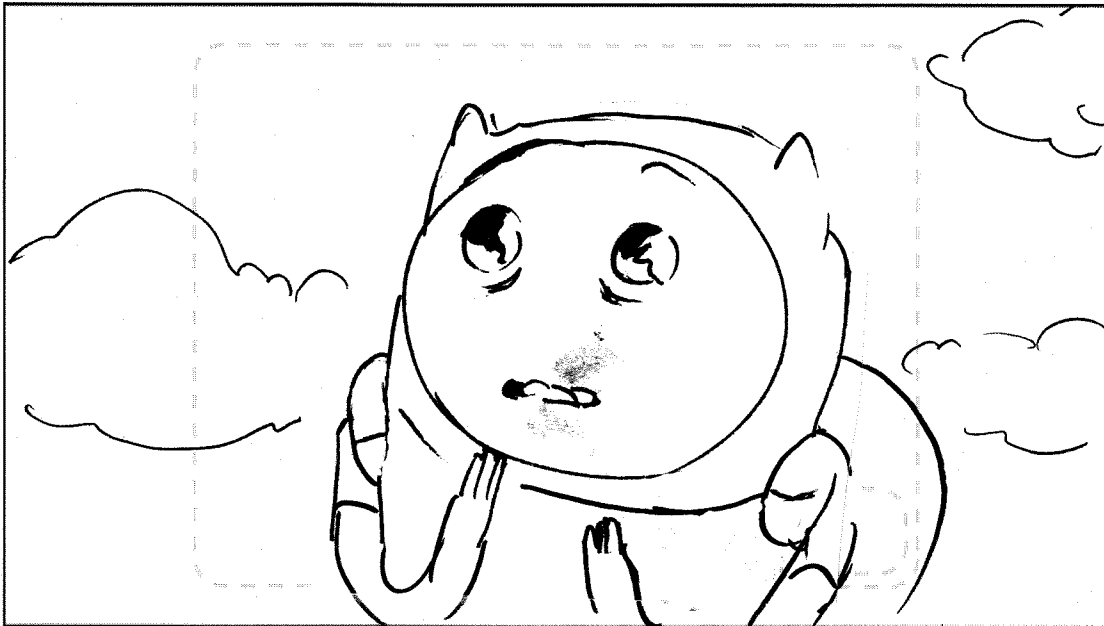


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day night



Dialog:

J) HOW DID IT FEEL?

F) ...

Action:

Timing:

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Production :

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ADVENTURE TIME



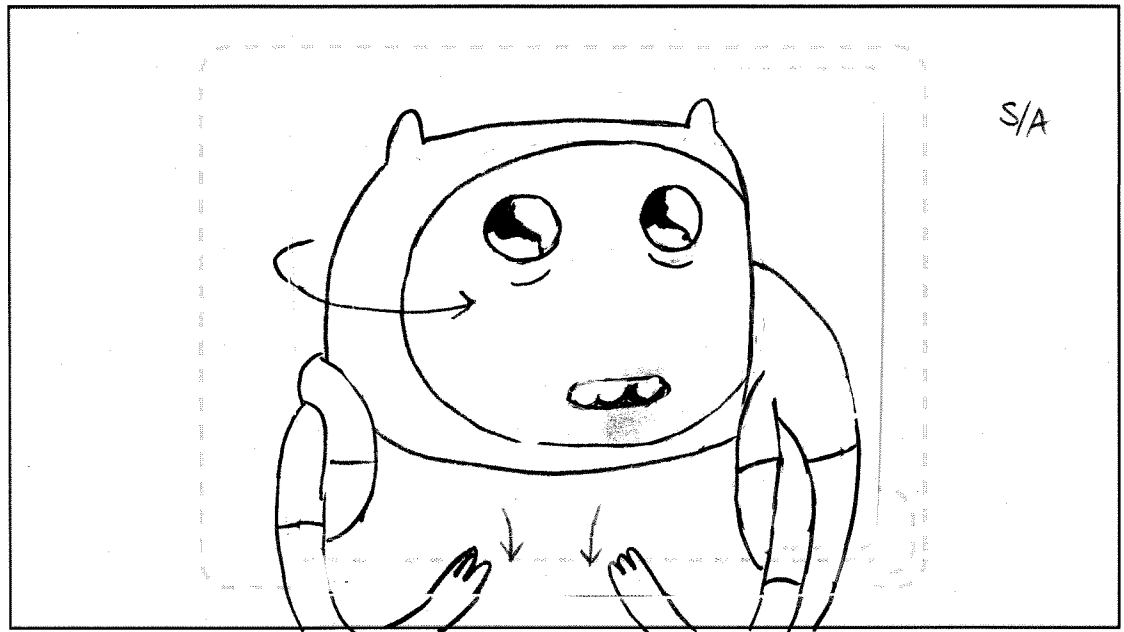
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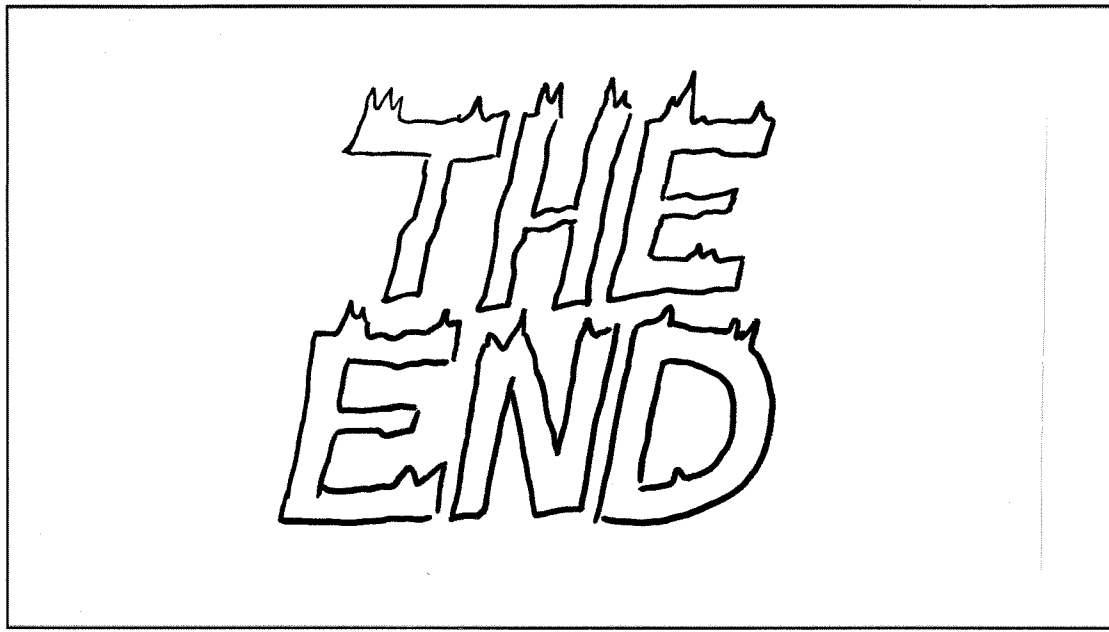


Sc.

Pnl. A

Bg.

day night



Dialog:	
F:	IT HURT.
Action: -FINN TURNS TOWARDS THE DIRECTION F.P. LEFT.	
Timing:	

Production :
EPISODE # 100882